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# TIPS & TRICKS

THE #1 VIDEO-GAME TIPS MAGAZINE

FEBRUARY  
No. **84**  
2002



**SUPER  
SMASH BROS.**  
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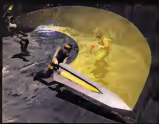
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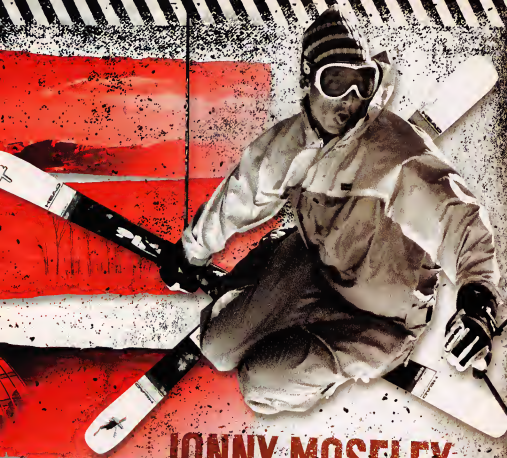
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Blood  
Violence



PlayStation 2

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Congratulations! You've just picked up the #1 Video-Game Tips Magazine, *Tips & Tricks*! If you've been looking high and low for reliable video-game cheat codes, you'll find 'em right here. If you've been circling the globe searching for in-depth video-game strategy guides, we've got those, too. And if you're just plain sick and tired of American video-game magazines that are filled with "attitude" and erroneous information written by amateurs, we think you're about to be pleasantly surprised.

**ON THE COVER:** Three big strategy guides for three amazing game systems: *Super Smash Brothers Melee* for GameCube, *WWF Smackdown! "Just Bring It"* for PlayStation 2 and *Shrek* for Xbox. Also, don't forget *Metal Gear Solid 2*...

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PlayStation®2



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Got a question, comment or fast-food gift certificate for the editors of *Tips & Tricks*? Write to us at this address:

*Tips & Tricks*

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We can't respond to every letter, but we do read 'em all...well, the ones with proper postage, that is.

#### FUNKY BGM

I have quite a few questions I would like to ask you. First of all, I traded in my PlayStation for a Super NES. Lots of people think that Super NES sucks and that I made a very bad decision, but I like the old 2-D games with funky '80s music in the background; they are so incredibly fun to me. Is there any reason why they don't make Super NES games anymore? I mean, is it possible for Nintendo to make Super NES games? Are they afraid they won't sell because they think nobody has Super NES? Also, I really like Super Punch-Out!! Can you get Nintendo to make another one, please? Probably for GameCube or something? I would get one of my friends to buy it or get it for their birthday and play it for days! I need more! I need more! I NEED MORE! Please! They could have more characters and more rings and music! Oh, if only!

And last but not least, do you guys have screen names or e-mail addresses so I can get a direct response instead of buying every single issue to see if the response is actually in there?

—Daniel Blanco  
Columbus, OH

Thanks for your letter, Daniel. The Super NES has been dead for quite some time now. We don't think Nintendo has any interest in supporting that console. While there will always be fans, and there is certainly something to be said about the virtues of old products, this industry like many others is driven by newness. Most people want something new, not something old. Believe us, if Nintendo thought that it could make just as much money making Super NES games, it probably would. Researching and developing new technology like this is in-



The "Thin Man" from the final version of *Tony Hawk 3*.



The "Thin Man" as he appeared in a pre-release version of the game.



Angus Scrimm as the "Tall Man" from the original *Phantasm*.

creasingly expensive. No company would go through with it unless it was either more profitable or necessary to remain profitable. On the other hand, now that the Game Boy Advance is in stores, you can enjoy portable games that are comparable in quality to the Super NES. Already, games like Phalanx have been converted for the GBA from existing Super NES titles. You can be sure to expect more of this in the future!

Regarding your second question: We don't have an e-mail address for reader correspondence. Even if we did, you would not be able to communicate with us directly. We're very busy and putting out a magazine like this every month is time-consuming! If we were sitting around answering Instant Messages all day long, we wouldn't have enough time to bust out new cheat codes or our detailed strategy guides, and then the magazine would really stink. We love and appreciate all the letters we get, but we simply don't have time to personally respond.

#### PHONY CODES

I have been on the Internet for codes many times, and most of the code websites have phony codes or incorrect information. How do you make sure all your codes work? Do you buy all the games and systems and test them out yourselves? Or do you have someone else do it for you?

—Mark Williams  
Anchorage, AK

There's only one way to know if a code is correct or not, and that's to try it out! We have a huge game library and dozens of game systems; we use them to personally test every single code you find in our magazine and in our Codebook special issues. Other sources of codes may appear as though they have lots more information than we do, but they really have a lot of bogus codes mixed in with the ones that do work! You can be confident that a code in our publication is always one that works; that's why the Internet is free and our magazine costs money.

#### BOOOYYYYY!

In your November issue, you said that the "Thin Man" in the Suburbia stage of *Tony Hawk's Pro Skater 3* looks just like the Tall Man from the movie *Phantasm*, but you're wrong! That guy has dark hair and a beard—he doesn't look anything like him! Please don't make a mistake like that again.

—Tom Silman  
Chicago, IL

Believe it or not, the Thin Man used to look quite different from the way he appears in the final game. We were given an incomplete, early version of *Tony Hawk 3* with a very different Thin Man; for some reason, the game's developer Neversoft changed his looks before the game was released. However, since you're a *Phantasm* fan, the fact that there's an ice cream truck driving around the Suburbia stage should prove to you that somebody at Neversoft is a fan, too.

#### TOKEN OF THE MONTH



This month's token was sent in by Caleb Alligood from Mableton, Georgia. He forgot to tell us where he got it, but we're assuming it's from Six Flags Over Georgia in Atlanta.

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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PlayStation 2



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PlayStation 2



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BY  
PAT  
REYNOLDS

# SMACKDOWN

## DOWN

### JUST BRING IT

## COMPETING FOR THE BELT

Smackdown! Just Bring It has seven different belts to win in Story Mode. Here are the methods for earning a shot at each belt:



### WWF Title

Turn down the tag team title shot at the start of Story Mode, then run down to the ring and attack. Win the next two matches, then choose to appear on stage when the opponent in the ring calls you out. Choose a match type and then win the match. The next match will be against the current champion. Win the match to claim the belt.



### Women's WWF Title

Choose any female wrestler and then make the same decisions as above to win this belt.



### Tag Team Title

Take the offer to form a tag team at the beginning of Story Mode, then choose your partner in the lobby. Win the tag team matches and the current champions will challenge you to a 6-Man Match. Let your partner choose the third man for your team and then win the matches that follow to earn the belt.



### European Title

Turn down the tag team title shot, then talk trash to the wrestler in the ring. Backstage, go downstairs and talk to Michael Cole. Tell him you were just messing with the wrestler. Head to the commissioner's office and he'll offer you a shot at the European Title.



### Hardcore Title

Turn down the tag team title shot, talk trash on the microphone, then head backstage and find Michael Cole. Tell him that you wanted to "kick his ass all over the arena." Head outside to the parking lot to find Vince McMahon. Accept the match, then lose it on purpose.

Backstage, find Earl Hebner in the lobby and get him to accompany you to the Hardcore match.



Professional wrestling has never been hotter, and video games based on the sport are a big business. THQ's new *Smackdown! game* for the PlayStation 2 combines the familiar play mechanics of the previous *Smackdown! PlayStation* games with the visual polish and flair of the PS2's more powerful processor. All of your favorite WWF superstar characters are present, and you'll find your favorite events here as well—Ladder matches, Hell in a Cell, Royal Rumble and many more. The easy-to-learn arcade controls and dynamic camera angles bring you right into the ring, or out of it. *Smackdown! Just Bring It* adds backstage and crowd fighting to the mix, as well as an enhanced Story Mode that lets you choose your own path and compete for any of the big belts while unlocking the dozens of hidden extras in the game. This guide gives you all of the information you'll need to unlock all 52 secrets and improve your performance with some gameplay tips.

## SECRET CARDS

Here's a handy list of what each of the 50+ secret cards does, and how to unlock it. See the detailed descriptions below for more information about unlocking the hidden superstars and game modes. Note that the majority of the secret cards—including the new move sets and parts for your create-a-wrestler characters—are unlocked randomly after playing through the Story Mode. You can even go through with the same wrestler and still unlock new secret cards. The path you take and the superstar you choose determine how many random secret cards you'll win after making it through Story Mode. For example, winning the WWF Belt generally earns three secret cards, while choosing the current WWF champ and defending the title for one match gets you one secret card. Here's an easy way to unlock a lot of secret cards: Choose a wrestler you're good with and win the WWF belt. Now keep playing Story Mode as that character and defending the belt. You'll only have to fight one match and it's usually pretty easy. Generally, one special move and a pin will end it. You'll get one of the random secret cards after each win; keep repeating until you've got them all!



### Intercontinental Title

Turn down the tag team shot and talk trash on the mic. Tell Michael Cole backstage that you "wanted to kick his ass all over the arena," then find Vince McMahon in the parking lot. Win the next match. When the next opponent calls you out, remain backstage. Go to the commissioner's office and he'll offer you a title shot against the current champion.



### Light Heavyweight Title

Play as one of the lightweight wrestlers and follow the same path as the European title shot. Regal will offer you a shot at the Lightweight title instead.

## HIDDEN CHARACTERS

## Fred Durst



The lead singer of Limp Bizkit is a hidden wrestler? You bet! Unlock Fred by defeating at least 15 opponents in a Slobberknocker match as the Undertaker.

It's possible, in fact it's easy if you know the trick. Use the running clothesline move (Run + X) a couple of times on each opponent, then immediately go for the pin. You'll get a 3-count after just one or two clotheslines!

## Mick Foley



The man who was Mankind, Mick Foley can be unlocked by following this path in Story Mode (note that you must play as a character who

does not hold a belt): Turn down the tag team title shot, then run down to the ring and attack the wrestler in the ring and win the match. Accept the next match, choose the match type (it doesn't matter which of the three types you choose) and win the match. The next bout is the title shot. Lose this match on purpose. The game will ask if you want a rematch; say "no." Mick Foley will come out and a Cage Match will begin. Win this match and you'll unlock Mick Foley.

## Tajiri



Choose a superstar for Story Mode, anybody who doesn't hold a belt. Turn down the tag team title offer, then talk trash to the opponent in the ring.

Head down the stairs and talk to Michael Cole. Tell him that you "were just messing with him." Next, go to the commissioner's office (it's down the stairs, through the door on the left, then through the red door on the left). Turn down the title shot. He'll match you up against Tajiri. Win the match to unlock Tajiri.

## Rhyno



Choose any non-belt-holding superstar and enter Story Mode. Turn down the tag team title opportunity, run down to the ring and attack the opponent, then win the match. When the next opponent calls you out, choose to stay backstage. Talk to Michael Cole, then head over to the vending machines and talk to Earl Hebner. Ask for a Hardcore match and defeat Rhyno to unlock him as a playable character.

Card #	Unlocks	How to get it
1	Fred Durst	Defeat 15 opponents in a Slobberknocker exhibition match as Undertaker
2	Mick Foley	Defeat Mick Foley in the Hell in a Cell match in Story Mode
3	Tajiri	Find and defeat Tajiri in Story Mode
4	Rhyno	Defeat Rhyno in a Hardcore match in Story Mode
5	Jerry Lynn	Win the 4-Min Royal Rumble in Story Mode
6	Spike Dudley	Defeat Spike and Molly in Story Mode, then win the Tag Team Title
7	Last Man Standing Match	Choose Last Man Standing as the match type for the third Story Mode Singles match
8	Street Fight Match	Choose Street Fight as the match type for the third Story Mode Singles match
9	Submission Match	Choose Ultimate Submission as the match type for the third Story Mode Singles match
10	Wrestlemania Arena	Win the WWF Belt in Story Mode
11	Insurrection Arena	Win the Tag Team Title
12	35 Extra Ability Points	Unlocks randomly after beating Story Mode
13	Moves Set 1	Unlocks randomly after beating Story Mode
14	Moves Set 2	Unlocks randomly after beating Story Mode
15	Moves Set 3	Unlocks randomly after beating Story Mode
16	Moves Set 4	Unlocks randomly after beating Story Mode
17	Moves Set 5	Unlocks randomly after beating Story Mode
18	Moves Set 6	Unlocks randomly after beating Story Mode
19	Moves Set 7	Unlocks randomly after beating Story Mode
20	Moves Set 8	Unlocks randomly after beating Story Mode
21	Moves Set 9	Unlocks randomly after beating Story Mode
22	Moves Set 10	Unlocks randomly after beating Story Mode
23	Moves Set 11	Unlocks randomly after beating Story Mode
24	Moves Set 12	Unlocks randomly after beating Story Mode
25	Moves Set 13	Unlocks randomly after beating Story Mode
26	Moves Set 14	Unlocks randomly after beating Story Mode
27	Moves Set 15	Unlocks randomly after beating Story Mode
28	Moves Set 16	Unlocks randomly after beating Story Mode
29	Moves Set 17	Unlocks randomly after beating Story Mode
30	Moves Set 18	Unlocks randomly after beating Story Mode
31	Moves Set 19	Unlocks randomly after beating Story Mode
32	Moves Set 20	Unlocks randomly after beating Story Mode
33	Movie Theater	Win the WWF Belt in Story Mode
34	BGM 1 (Original Entrance Music)	Unlocks randomly after beating Story Mode
35	BGM 2 (Original Entrance Music)	Unlocks randomly after beating Story Mode
36	New Smackdown! Arena	Defeat 17 opponents in a Slobberknocker exhibition match as The Rock
37	Create Parts 1 (Head)	Unlocks randomly after beating Story Mode
38	Create Parts 2 (Masks)	Unlocks randomly after beating Story Mode
39	Create Parts 3 (Items)	Unlocks randomly after beating Story Mode
40	Create Parts 4 (Sleeves)	Unlocks randomly after beating Story Mode
41	Create Parts 5 (T-Shirts)	Unlocks randomly after beating Story Mode
42	Create Parts 6 (Wrist Bands)	Unlocks randomly after beating Story Mode
43	Create Parts 7 (Elbow Pads)	Unlocks randomly after beating Story Mode
44	Create Parts 8 (Gloves)	Unlocks randomly after beating Story Mode
45	Create Parts 9 (Patterns)	Unlocks randomly after beating Story Mode
46	Create Parts 10 (Shoes)	Unlocks randomly after beating Story Mode
47	Create Parts 11 (Tights)	Unlocks randomly after beating Story Mode
48	Create Parts 12 (Belts)	Unlocks randomly after beating Story Mode
49	Create Parts 13 (Mini Skirts)	Unlocks randomly after beating Story Mode
50	Create Parts 14 (Long Skirts)	Unlocks randomly after beating Story Mode
51	Shane McMahon	Unlocks after secret cards 1-50 are earned
52	Stephanie McMahon	Unlocks after secret cards 1-50 are earned

## HIDDEN CHARACTERS CONTINUED

### Jerry Lynn



Turn down the tag team title shot, but take the first match by running down to the ring and attacking (you can choose not to and still unlock Lynn, but it's harder). After the match, when another superstar calls you out, choose to remain backstage. Michael Cole says that William Regal is waiting for you in

his office. Instead, visit referee Earl Hebner near the vending machines in the lobby. Choose "Hi! Hebner. How are you?" You'll automatically go to Regal's office. He'll offer you the Intercontinental title shot, but choose "I'm not really interested" instead. Regal will put you in a 4-Man Battle Royal match. Win the match to unlock Jerry Lynn. The easiest way to survive the brutal 4-Man Battle Royal is to let the other three guys fight it out and stay away from them. Stick to the corners and taunt like crazy to build your special meter. When only one tired opponent is left, move in, execute your special a couple of times and go for the pin.

### Spike Dudley



To unlock Spike, you'll need to follow the tag team path in Story Mode, so choose "yes" at the start for the title shot. Choose your tag team partner from the four superstars hanging out in the lobby. (The first one you approach will automatically become your partner, so be careful not to get too close until you've decided. Also, be sure not to choose a current belt holder, or you'll get stuck in a non-tag match and then have to start the tag team path again afterward.) Win your first tag team bout, then ask your partner to find a third man for the upcoming 6-Man Tag Team match. You'll find yourself outside the arena. Go inside through the main doors, then take the door on the left; you'll encounter Spike Dudley and Molly Holly. When prompted, choose to help Spike and Molly. (What is this, a Vectrex game?) This puts you into a tag team Table Match against the Dudley Boyz. For an easy win, hit R1 to pick up and set up a table, then Irish whip an opponent into the table and follow with any slam grab. Finally, defeat the current tag team champs to beat Story Mode and you'll have unlocked little Spike.

### Shane McMahon/Stephanie McMahon



Unlock all of the other secret cards and these two will automatically unlock!

## HIDDEN MATCH TYPES



To unlock Street Fight, Last Man Standing and Ultimate Submission matches, play story mode as any non belt-holding character and turn down the tag team belt shot, then choose one of the three match types when the time comes. Win the match, then beat Story Mode and you'll have unlocked that match type. You'll need to go through Story Mode three times to unlock them all.

# SUPERSTAR SPECIAL MOVE LIST

Special moves are at the heart of *Smackdown!* Just *bring it*. Matches are hard to win without busting out at least one of these flashy, devastating and effective super-moves. Every wrestler has two special moves, but you must have your opponent in a certain situation before you'll be able to activate them and lay the smack down. Executing these finishing moves is as easy as pressing L1 (for special move 1) or any direction on the D-pad + L1 (for special move 2). Knowing the position you must be in to perform these moves is one of the keys to dominating all opposition. Use this handy list as a reference while you play.



### ALBERT

	Name	Situation
Special Move 1	Baldo Bomb	Facing a groggy opponent
Special Move 2	Spinning Back Pancake	Facing a groggy opponent



### BIG SHOW

	Name	Situation
Special Move 1	Final Cut	Facing a groggy opponent
Special Move 2	The Alleyoop	Facing a groggy opponent



### BILLY GUNN

	Name	Situation
Special Move 1	One and Only	Behind a groggy opponent
Special Move 2	Fame Asser	Facing a groggy opponent



### BRADSHAW

	Name	Situation
Special Move 1	Clothesline from Hell	Facing a groggy opponent
Special Move 2	Spinning Back Pancake	Facing a groggy opponent



### BUBBA RAY DUDLEY

	Name	Situation
Special Move 1	Rubba Cutter	Facing a groggy opponent
Special Move 2	Super Powerbomb	Facing a groggy opponent



## CHRIS BENOIT

	Name	Situation
Special Move 1	Crossface	Facing a groggy opponent
Special Move 2	Diving Headbutt	From the top rope, opponent on ground



## CHRIS JERICHO

	Name	Situation
Special Move 1	Linsault	Opponent, but up on ground stand near upper body
Special Move 2	The Walls of Jericho	Facing a groggy opponent



## CHRISTIAN

	Name	Situation
Special Move 1	Unpretzler	Behind a groggy opponent
Special Move 2	Reverse Tornado DDT	Facing a groggy opponent at the turnbuckle



## CRASH

	Name	Situation
Special Move 1	Crash Bulldog	Opponent groggy and backward at the turnbuckle
Special Move 2	DDT	Facing a groggy opponent



## DEAN MALENKO

	Name	Situation
Special Move 1	Fly & Texas Cloverleaf	Facing a groggy opponent
Special Move 2	Texas Cloverleaf	Opponent on the ground stand near lower body



## D-VON DUDLEY

	Name	Situation
Special Move 1	Strong Reverse DDT	Behind a groggy opponent
Special Move 2	Piledriver	Facing a groggy opponent



## EDDIE GUERRERO

	Name	Situation
Special Move 1	Frog Splash	From the top rope, opponent on the ground
Special Move 2	El Paso	Facing a groggy opponent



## EDGE

	Name	Situation
Special Move 1	Buzz Killer	Facing a groggy opponent
Special Move 2	Downward Spiral	Facing a groggy opponent



## FAAROOQ

	Name	Situation
Special Move 1	Dominator	Facing a groggy opponent
Special Move 2	Super Spinebuster	Facing a groggy opponent



## FRED DURST

	Name	Situation
Special Move 1	Swanton Bomb	From the top rope, opponent on the ground
Special Move 2	Cross Backbreaker	Facing a groggy opponent



## HARDCORE HOLLY

	Name	Situation
Special Move 1	The Alabamian	Facing a groggy opponent
Special Move 2	Falcon Arrow	Facing a groggy opponent



## IVORY

	Name	Situation
Special Move 1	Samsan Driver	Facing a groggy opponent
Special Move 2	Women's Special Slap	Facing a groggy opponent



## JEFF HARDY

	Name	Situation
Special Move 1	Swanton Bomb	Facing a groggy opponent
Special Move 2	Jeff Twist Of Fate	From the top rope, opponent on the ground



## JERRY LYNN

	Name	Situation
Special Move 1	Tornado DDT	Facing a groggy opponent at the turnbuckle
Special Move 2	Jumping Tornado DDT	Facing a groggy opponent

**KANE**

	Name	Situation
Special Move 1	Kane Chokeslam	Facing a groggy opponent
Special Move 2	Kane Powerbomb Pin	Facing a groggy opponent

**KURT ANGLE**

	Name	Situation
Special Move 1	Angle Slam	Facing a groggy opponent
Special Move 2	Angle Lock	Opponent on the ground, stand near lower body

**LITA**

	Name	Situation
Special Move 1	Lita Diving Moonsault	From the top rope, opponent on the ground
Special Move 2	Matt Twist of Fate	Facing a groggy opponent

**MATT HARDY**

	Name	Situation
Special Move 1	Matt Twist of Fate	Facing a groggy opponent
Special Move 2	Hardy Boyz Leg Drop	From the top rope, opponent on the ground

**MICK FOLEY**

	Name	Situation
Special Move 1	Double Arm DDT	Facing a groggy opponent
Special Move 2	Pulling Rldriver	Facing a groggy opponent

**MOLLY HOLLY**

	Name	Situation
Special Move 1	Molly Go Round	From the top rope, opponent groggy
Special Move 2	Double Wrist Suplex	Facing a groggy opponent

**PERRY SATURN**

	Name	Situation
Special Move 1	Immolated Credenza	Facing a groggy opponent
Special Move 2	Death Valley Driver	Facing a groggy opponent

**RAVEN**

	Name	Situation
Special Move 1	Raven Effect	Facing a groggy opponent
Special Move 2	Complete Shot	Facing a groggy opponent

**RHINO**

	Name	Situation
Special Move 1	Gore	Facing a groggy opponent
Special Move 2	Jackknife Powerbomb	Facing a groggy opponent

**RIKISHI**

	Name	Situation
Special Move 1	BANZAI Drop	Opponent backward at the turnbuckle
Special Move 2	Rikishi Driver	Facing a groggy opponent

**THE ROCK**

	Name	Situation
Special Move 1	The People's Elbow	Opponent low up on ground, stand near upper body
Special Move 2	The Rock Bottom	Facing a groggy opponent

**SHANE MCMAHON**

	Name	Situation
Special Move 1	Shane Combination	Facing a groggy opponent
Special Move 2	Diving Elbow Drop Pin	From the top rope, opponent on the ground

**SPIKE DUDLEY**

	Name	Situation
Special Move 1	Dudley Dog	Opponent backward at the turnbuckle
Special Move 2	Jumping Tornado DDT	Facing a groggy opponent

**STEPHANIE MCMAHON**

	Name	Situation
Special Move 1	Women's Special Slap	Facing a groggy opponent
Special Move 2	Low Blow	Behind a groggy opponent





## STEVE AUSTIN

	Name	Situation
Special Move 1	Stone Cold Stunner	Facing a groggy opponent
Special Move 2	Stone Cold Stunner (2)	Facing a groggy opponent



## TEST

	Name	Situation
Special Move 1	Big Boot	Opponent groggy on the ropes
Special Move 2	Diving Powerbomb	Facing a groggy opponent



## STEVE BLACKMAN

	Name	Situation
Special Move 1	Gutbuster Choke	Facing a groggy opponent
Special Move 2	Martial Arts Kick	Facing a groggy opponent



## TRIPLE H

	Name	Situation
Special Move 1	Pedigree	Facing a groggy opponent
Special Move 2	Pedigree (2)	Facing a groggy opponent



## STEVEN RICHARDS

	Name	Situation
Special Move 1	Steven Kick	Facing a groggy opponent
Special Move 2	Falling Powerbomb Pin	Facing a groggy opponent



## TRISH STRATUS

	Name	Situation
Special Move 1	Low Blow	Behind a groggy opponent
Special Move 2	Kick to Groin	Opponent groggy at the turnbuckle



## TAJIRI

	Name	Situation
Special Move 1	Khrie Kick	Opponent on the ground, stand near upper body
Special Move 2	Octopus Stretch	Facing a groggy opponent



## UNDERTAKER

	Name	Situation
Special Move 1	The Last Ride	Facing a groggy opponent
Special Move 2	Undertaker Chokeslam	Facing a groggy opponent



## TAZZ

	Name	Situation
Special Move 1	Ground Tazmission	Opponent on the ground, stand near upper body
Special Move 2	Back Tazmission	Facing a groggy opponent



## VINCE MCMAHON

	Name	Situation
Special Move 1	Finishing Punch	Facing a groggy opponent
Special Move 2	Stunner	Facing a groggy opponent

## SETTING UP FOR A SPECIAL ATTACK



**Groggy opponent:** Use a light attack like your basic punch or kick to stagger the opponent, then quickly go for the special. The window of opportunity is usually very small unless your opponent is really hurting, so you'll need to be fast. If the special move calls for you to be behind the groggy opponent, use a counter when he goes for a grab; you'll move behind him and he'll be groggy for a second.



**Opponent on ground, face up:** This is an easy one. Many of the slams will leave your opponent in this position, but the best way to guarantee it is to do a running clothesline or lariet move.

**Opponent groggy, facing turnbuckle:** Use an Irish whip to send your opponent into the turnbuckle.

**Opponent groggy at the turnbuckle:** Back the opponent into the turnbuckle and use a couple of punches to knock him backwards into it.

**Opponent groggy on the ropes:** Use punches to knock the opponent onto the ropes.



## WILLIAM REGAL

	Name	Situation
Special Move 1	Regal Cutter	Facing a groggy opponent
Special Move 2	The Regal Stretch	Opponent on the ground, stand near lower body



Knowledge is contagious. Infect **4000**

# FREE

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# FACT:

-- fold --

**Tobacco companies put propylene glycol into cigarettes.**

**The same stuff you'll find in anti-freeze.**



by  
Jason Wilson

# SUPER SMASH BROS.™

## Melee

### How to Win!



There are certain techniques that work better with various characters in the game than others. All of the characters in Super Smash Bros. Melee have Standard Moves that are performed by pressing any direction on the analog stick and the B button. Each character

has four Standard Moves, a ground attack, high/low attack and high attack. The key to the game is effectively abusing the high Standard Move attack, especially against computer-controlled opponents. I have ranked the characters' abilities based on speed, agility and power, as well as an overall rating. Note that the ratings are not "averaged" out—some characters may be better in certain aspects, but are still horrible to use! Rating are on a 1 to 5 scale, with 5 being best!

	Speed	Agility	Power	Overall
Mario	4	4	3	4
Luigi	3	3	2.5	3
Bowser	2	3	4	3.5
Dr. Mario	4	4	3	4
Peach	2.5	4.5	3	4
Yoshi	4.5	4.5	4	5
Donkey Kong	2	3.5	5	4
Captain Falcon	4.5	3	4	3.5
Ganondorf	1.5	3	5	3.5
Falco	4	3	3	3
Fox	4	3	3	3
Ness	5	5	2	4.5
Ice Climbers	4.5	5	4.5	4.5
Kirby	3.5	4.5	3	4
Samus	3	4	3.5	3
Zelda	3.5	4	3.5	3.5
Sheik (Zelda)	4	4	4.5	4
Link	3.5	4	4.5	4
Young Link	4	4.5	4	4.5
Pichu	5	3.5	3	3
Pikachu	4.5	4	3.5	3.5
Jigglypuff	3.5	3	3	3
Mewtwo	2	4	3	3
Mr. Game & Watch	3	5	4	4
Marth	3.5	5	4	5
Roy	3.5	4.5	4	4.5

Overall, if you are trying to finish the game quickly, Mario, Marth, Roy, Link and Young Link take precedence over everyone else in the game. If Ganondorf did not have that startup delay with his Standard Move Heel Kick (Up + A), he would also be a force to be reckoned with!

The sequel to Nintendo's 1999 mega-hit Super Smash Bros. is finally here for everyone to enjoy on GameCube! If there is any reason to go out and trade in your old systems for a GameCube, this is it. 25 playable characters are available to work your way through a dizzying array of game modes and mini-games. It will take you many hours to unlock each hidden character and stage...not to mention locating the 300+ trophies that can be earned throughout the game. Note that some trophies can only be earned by completing certain stages or performing specific tasks; they can't be located during normal gameplay or through the coin lottery. This guide will tell you the best way to unlock everything that we know about at press time—including tips on how to beat the dreaded 100-man melee!

## The Path to Success



Since there are a number of events that must occur and a number of objectives to be completed before unlocking certain characters, the following is a recommended "path" to follow

if you want to unlock everything as quickly as possible. In the "Secret Characters and Stages" section of this guide, I'll list the actual objectives that you need to complete in order to unlock each and every item. Once you've earned all of the secret characters and stages, go back and find all the trophies in the game! Regardless of what path you take, Super Smash Bros. Melee has practically unlimited replay value; the trophy-hunting alone will keep you busy for weeks!

## Classic Mode

Start by going into Classic mode and choosing any fighter. Mario and Link are good characters for beginners...but if you choose them now, you'll end up having to clear Classic mode with them again later in order to unlock secret characters. Try Yoshi or Kirby instead.

Regardless of what you may think, finishing the game on a more difficult setting has little to do with earning secret characters and stages; it's the long run. It just gives you more coins to spend for the trophy lottery...but it costs more coins to continue if your lives run out. I recommend that you start off at the Very Easy-Normal setting; you will earn more coins than you would at the Very Easy level, yet it's not much more difficult. An average player can finish the game on Very Easy without continuing on the first or second try.



There's no trick to the Classic mode, but you will encounter various roadblocks in your path to earn every character and stage. Each time you play in Classic mode, the enemies you fight against will be switched around, but three things remain constant: Break the Targets, Snag Trophies and Race to the Finish! You will receive a bonus score at the end of the Target Test if you break them all. If you need practice, head over to Training mode and take on the Target Test. Each Target Test will be different for each character, so try to pick a character that has a Target Test stage that is easy for you to clear.

Snagging Trophies is pretty self explanatory: three trophies fall from the sky, and your objective is to knock them into the platform in the middle of the screen. When a trophy is falling, go to the other side of it and smack it by pressing the A button and pointing the analog stick toward the platform. If your aim is off, try hitting it again; you can hit the trophies more than once in order to keep these trophies and view them in the Gallery. you will need to continue on and finish the Classic mode.



Race to the Finish can be simple or difficult, depending on how many coins you want to earn after you complete the game in Classic mode. You can exit any door you choose, but the ones furthest away from the start of the level will earn you the most coins.



You will have to fight a "metal" character next. Metal characters are harder to knock off the platform than regular characters, so you will need to use each character's Standard Move by pressing a direction on the analog stick along with the A button. Just stay away

from the edges and keep performing that same attack over and over again from the middle of the platform.



Next you will fight the Giant Hand in the last stage. Try to get as close to it as possible at the far right of the screen; it will try to knock you off the platform almost immediately, but you will be always be able to see when an attack coming your way. The Giant Hand is very predictable and always telegraphs its attacks. Always try to hit the Hand when it's in the air; you should be able to get in two hits and take off a good 20-30% damage in the first 10 seconds of the match. Always wait for it to retract an attack, then nail it in the air! If the Hand starts a laser attack, always stay on the left edge of the stage and double-jump your way out of trouble. If it comes at you off the screen, double-jump away again, then smack it when it is grounded, or when it is retracting back to its familiar spot on the right side of the platform. When you begin to recognize the attack patterns of the Giant Hand, you can increase the difficulty level; the only difference you will notice is that it will have increased hit points and take longer to defeat. The attack patterns will remain the same.



After finishing off the Giant Hand, you will go through a Star Fox-style credits sequence; see how many of the creators' names you can shoot with the A button! You can also shoot some of the signs that appear.



If this is your first time through Classic mode, a new screen will appear with a new foe to challenge you: It's the Pokémon, Jigglypuff! Don't take any of these new foes lightly; your lives will be reset to zero, so you only have one chance to knock Jigglypuff into the stratosphere! Try to lead Jigglypuff into the air, then press Up + A to keep juggling her. Eventually, this cheap combo will lead you to victory and Jigglypuff will be unlocked as a playable character!

## Adventure Mode



Next, choose any character in Adventure mode and make your way to the end of Stage 1, keeping an eye on the timer at the top of the screen. You must finish the stage with a number 2 in the "seconds" digit of the timer (the third digit from the left); for example, 1:02:99. If your timing is right, your next opponent will be Luigi instead of Mario! You must defeat Luigi in less than 1:00:00; this is your first step to unlocking him as a playable character.



Next, proceed to Stage 2 and fight in Korongo Jungle, where you will battle two miniature Donkey Kongs, then a Giant Donkey Kong. Stage 3 is the Undergound Maze; you will need to go to the bottom left upon the start of the level so you don't end up wandering all around the maze looking for the Triforce! You will need to defeat a series of Links to locate the Triforce and end the level. Each time you play, the Triforce will be in a new location, so never assume that it will be in the same place where it was before. Afterwards, fend off Zelda to head to Brinstar!

Adventure Mode continued on next page



After defeating Samus in Brinstar, you will have 40 seconds to exit the stage and earn the Samus Stanish Trophy. (You can still complete Adventure mode without performing this task, though.) Then it's off to Stage 5: Green Greens, one of Kirby's old haunts! (But wasn't it called "Greeny Greens" in the Kirby's Dream Land 2?) You will fight a series of Kirbys, then advance to the Corneria Stage, Star Fox's ship! Defeat both Star Foxes and move on to Pokémon Stadium where you will have to fend off 15 different Pikachu! Smack them with Pokéballs in the middle of the screen and you will have no problem passing this stage.



The next stage, F-Zero Grand Prix, will be tough. You will need to stop in certain spots of the track while all of the vehicles pass by at ridiculous speeds! Run to the third platform and jump on it; it will appear at around the 3.44 mark if you are moving as fast as possible. Stay there until the cars leave, then move forward again until you see a pink platform that you need to double-jump to reach. Stand there and you'll watch the cars go upward instead of straight at you. Move forward again, jumping on the last miniscule platform. If necessary to avoid the remaining stream of cars.

## Back to Classic Mode



Next, go back to Classic mode and choose Mario. You must try to fight through without using any continues. If you make it, Dr. Mario will challenge you after you defeat the Giant hand. Mario M.D. is the hardest foe yet! Stay far away from him, using hit-and-run tactics to chip away his health. If you get too close, he will grab you and cause you to go crazy! Get his energy to about 95%, then unleash a power hit to beat him.



You should now finish the game in Classic mode with eight more characters—but try not to use Link yet. After you have finished the game with 10 characters, choose Link and clear Classic mode again to face Young Link! Young Link will try to jump over you and stab downward with his sword. Fortunately, you

## Event Mode



finish off Captain Falcon, then you're off to Onett from the Super NES game EarthBound! Avoid the little can when they speed across the bottom of the screen; you will know one is coming when an exclamation-mark appears. Double-jump to get out of the way! Kild Mountain, the next stage, will be kind of tricky; you must make your way up to the top of the mountain, then fight the Ice Climbers as the mountain pushes you ever upward. Never stop jumping!



Next up is the Battlefield. Stay at the top platform and press Up + A to destroy the Wire Frame enemies. You're almost done with Adventure mode! After fighting some metal enemies, you'll reach your final destination: a battle with Giga Bowser! Stay near the middle

of the screen and avoid the bombs, concentrating on power hits that will knock him off the platform.



If you defeated Luigi in less than 1:00:00 after Stage 1, he will now appear to challenge you again. Don't let him get too close or he will wallop you! Your lives will be reset to zero once again, so you only have one chance! Run away from Luigi if your damage gets too high and try to set up a power hit to knock him off the platform; don't try to fight him head-to-head!

are much stronger than your young, inexperienced alter ego. Jump in the air and use your own down attack, leading him away from the water area and knocking him off the platform.



After unlocking Young Link, you will need to finish the game in Classic mode with three more characters. If you do so, you will face Marth, a character from the Japanese role-playing game Fire Emblem. Marth's broadsword will make it difficult to get close to him. Sneak up, then run away quickly while Marth tries to slash at you; you can then hit him after the last slash misses. Repeat this technique until you have an opening for a power hit!

After unlocking Marth, finish Classic mode with Marth to unlock Roy, another character from Fire Emblem. Roy's attack patterns are similar to Marth's, so there should be little difficulty defeating him.

After unlocking Roy, you might think that you can unlock hidden characters by finishing the game in Adventure mode with everyone. However, this is definitely not the way to go unless you're just trying to earn a lot of trophies. Instead, go into Event mode and finish as many stages as you can in order to unlock Stages 11 through 30. Complete Stage 29 and defeat Ganondorf to unlock him as a playable character.





# GOLD RUSH



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## Versus Mode



The next character to unlock is Mewtwo. Unless you have a bunch of friends or siblings who are really into Versus mode, the fastest way to get him is to go into the Versus mode Options menu, and enable Sudden Death mode. Play against the computer opponent and end each match quickly by falling off a platform, repeating the process until you've lost 701 times. (If you lose to Mewtwo, you don't have to go through another 701 matches to get him back; he will reappear after every subsequent Versus match until you defeat him.) By doing this, you will also unlock the Brinstar Depths, Fourside City, Big Blue and Pokémon Floats secret stages!

## Stadium Mode



Your next quest is to finish the 100-Man Melee in Stadium mode. Unless you are inhuman, you will not be able to complete this the first time. Wire Frame opponents will appear in "waves" of 25. When the number of remaining opponents reaches 75, 50 and 25 respectively, the level of difficulty resets, making it more and more difficult near the end to complete this task. Use a character with a very strong and wide attack range. I recommend the characters with swords (Link, Young Link, Roy and Marth). Stay on the top platform, holding Up on the analog stick the entire time. Holding Up will allow you to perform the power attack repeatedly without having to jump each time. Wait for each one to come to you; you will need to save energy for when you have less than 50 Wire Frames left. If you are hit for more than 10% damage during the first wave of 25 enemies, you may want to consider restarting!



In the top right corner of the screen, you will see the amount of Wire Frames left. At around 76 or 77, no more Wire Frames will appear until that number has diminished to 75. At this point, stay at the far right corner of the platform on the left side and use the same tactic as you used for the top platform until that number reaches 50. This is where you will need to be on your toes. Watch where each Wire Frame appears then hold Up and press A when the body morphs into place. Follow this pattern and try to limit the number of Wire Frames that are loose on the platforms.



At around 15 enemies remaining, you can actually fool the computer by staying near the top of the screen, allowing two of the Wire Frames to follow a horizontal walking pattern back and forth while you concentrate on defeating the last few enemies. Any time you are hit, you will be bounced around and suffer huge damage. Once your damage gets over 100%, any attack can knock you off the platform and you'll have to start all over again, so stay alert!



The last remaining Wire Frame will take over 150% damage before you can knock him off the platform. Try to hit him from below...and be patient, you have plenty of time! It has already taken close to five minutes for you to get to this point, so don't let one rogue Wire Frame ruin your fun. After defeating him, you will have to face Falco from Star Fox, a high-speed foe who mimics the abilities of Fox. If you're totally hyperventilating by this time, you may want to pause and take a break before fighting Falco...because if you lose to Falco, you have to start the 100-Man Melee all over again, and that hurts!



Falco is aggressive; he will dash at you and try and knock you off the platform, since it is very small and there is not much room to roam. Knock Falco up into the air once, then be aggressive. Jump toward him and keep juggling him in the air; if you let him hit the ground, it will be very difficult to stop him. He is very dangerous in face-to-face encounters, so keep him juggled and you will be victorious.

## Back to Event Mode



Beating Falco makes him available as a playable character and unlocks the next set of Stages in Event mode! Head over to Event mode, make your way to Stage 37 and defeat Pidlu. Pidlu has minimal attack methods; once you learn to avoid the electricity, you will unlock him and be on your way! After unlocking both Falco and Pidlu, finish the game in Classic mode with both of them and you will fight Mr. Game & Watch, the last hidden character!



Don't take this battle lightly. As formidable as Mr. Game & Watch is, your real opponent is the stage, which is filled with obstacles from old-school Nintendo Game & Watch games that will knock you off the platform for sure. Get Mr. Game & Watch airborne and do the same thing you did to Falco earlier—don't hold back! With Mr. Game & Watch in the line-up, you have now earned all of the secret characters! Take a breather, but not for long; it's time to unlock the rest of the secret stages!

## All-Star Mode

After you've unlocked all of the secret characters, finish the game in Classic mode with Mr. Game & Watch to unlock his stage, the Flat Zone. This will also unlock a new option called All-Star mode. Finish All-Star mode with any character (at any difficulty setting) to unlock the Battlefield Stage. This mode is dangerous; you have just one life and three extra heart containers that you can access between battles. You will need every ounce of energy, so try not to use up a Heart Container unless your damage is at 80% or higher.



# Back to Stadium Mode



After unlocking the Battlefield Stage, head over to the 15-Minute Melee in Stadium mode and finish it with any character to unlock the Kongo Jungle stage. You should have no problems here; pick a sword-wielding character and stay on the far right of the left platform, swiping away! Next, finish the Target Test with all 25 characters to unlock the Dreamland Stage. Finally, proceed to the Home-Run Contest and try to hit the sandbag over 1,323 feet to unlock Yoshi's Island! Not surprisingly, the best character to use here is Yoshi. Immediately grab the bat behind you, then jump on top of the sandbag with Yoshi's Down + A multi-kick maneuver. You must inflict at least 25% damage with each attack, since you'll only have time to do four of them—if the damage is not well over 100% when you hit it with the bat, it won't go far enough. Finish with a power hit (Right + A) and you will unlock Yoshi's Island!

## Unlock Everything



you can use the Data menus to keep track of many different statistical categories.

For those of you who want to take your own path in the game to unlock the characters and stages, here are the correct ways to unlock everything. Many of the following requirements are things that you would do during normal gameplay; you may have unlocked secret characters, stages or trophies without even knowing how you did it!

Remember that



## Secret Characters

Jigglypuff	Finish Classic mode or Adventure mode with any character and defeat Jigglypuff to unlock him.
Dr. Mario	Finish Classic or Adventure mode as Mario without continuing, then defeat Dr. Mario to unlock him.
Luigi	Play in Adventure mode as any character and finish the Stage 1 with a number 2 in the "seconds" digit of the stage timer (third from the right). Defeat Luigi in less than 1:00:00. Complete the remaining stages in Adventure mode, then defeat Luigi again to unlock him.
Young Link	Finish Classic mode with at least 10 characters, then finish Classic mode with Link and defeat Young Link to unlock him.
Falco	Finish the 100-Man Melee and defeat Falco to unlock him.
Pichu	Finish Stage 37 of Event mode and defeat Pichu to unlock him. Alternatively, play Versus mode 201 times, then defeat Pichu to unlock him.
Ganondorf	Finish Stage 29 of Event mode and defeat Ganondorf to unlock him.
Marth	Use all 14 original (not secret) characters at least once in Classic or Adventure mode, then finish the game with one of them and defeat Marth to unlock him. Alternatively, play in Versus mode 401 times, then defeat Marth to unlock him.
Roy	Finish the game in Classic mode as Marth and defeat Roy to unlock him.
Mr. Game & Watch	Finish the game with 24 characters in Classic mode, then defeat Mr. Game & Watch to unlock him.
Mewtwo	Play in Versus mode 701 times and defeat Mewtwo to unlock him. Alternately, play in Versus mode for a combined total of 20 hours of play by non-computer participants (i.e. if four players participate, Mewtwo will appear after only five hours of play).

## Secret Stages

Brinstar Depths	Play 50 matches in Versus mode.
Fourside City	Play 100 matches in Versus mode.
Big Blue	Play 150 matches in Versus mode.
Pokémon Floats	Play 200 matches in Versus mode. This also enables a Random Select option in Versus mode!
Mushroom Kingdom II	Find the Birdo or Pidgit trophy in One-Player mode.
Flat Zone	Finish Classic mode as Mr. Game & Watch.
Battlefield	Defeat All-Star mode with any character.
Final Destination	Clear all 51 Stages in Event mode.
Dreamland	Complete Target Test with all 25 characters.
Yoshi's Island	Hit the sandbag over 1,323 feet in the Home-Run Contest.
Kongo Jungle	Finish the 15-Minute Melee with any character.



## And the Rest



If you don't have it already, you will need to find the Birdo or Pidgit trophy in One-Player mode (Adventure or

Classic) to unlock the Mushroom Kingdom II stage. Don't fret; this trophy appears randomly, but it comes up pretty often. You probably already have this stage unlocked by now! Last, but certainly not least, finish the remaining stages in Event mode (there are 51 total) to unlock the Final Destination stage!



## Sound Test

Unlock Jigglypuff, Luigi, Dr. Mario, Falco and Young Link and clear 27 out of 30 stages in Event mode to unlock Event mode stages 31-39. To unlock stages 40-50, unlock all of the hidden characters. To unlock Stage 51 in Event mode, complete stages 1-50. Clear Stage 51 to unlock the Sound Test.

## All-Star Mode

Finish the game in Classic mode with all 25 characters to unlock All-Star mode.



## Special Hidden Trophies

Many of the 300+ trophies in Super Smash Bros. Melee can be found randomly during normal gameplay or by winning them in the Lottery at the Trophies menu. However, we've found over 40 trophies which can only be earned by performing certain specific objectives as follows:



Fighting Wire Frames	Finish the 15 Minute Melee with any character.
Male Wireframe	Finish the 100-Man Melee in 240 seconds or less and defeat Falco.
Proximity Mine	Complete Stage 3 of Event mode.
GoombaFinish	Stage 14 in Event mode.
Samus Starship	Successfully escape from Brinstar in Adventure mode before the timer expires.
Kirby Hat 5	Finish Stage 37 in Event mode.
Bunny Hood	Accumulate a total of 126 hits in Training mode "MAX Combos" for all characters combined.
Captain Olimar	Play Super Smash Bros. Melee with a Pikmin save file on your memory card.
Battlefield	Finish All-Star mode once with any character.
Celebi	Locate Celebi's Pokéball in One-Player Adventure or Classic mode.
Crazy Hand	Complete Adventure mode at the Hard or Very Hard difficulty setting without continuing.
Smash Coins	Play 100 times in Coin Battle mode (set battles to "coin" at the Options menu).
Diskman	Score points in every Special Bonus category.
Entei	Complete Stage 26 in Event mode.
Donkey Kong Junior	Complete the game with all 25 characters in Classic mode (any difficulty).
Female Wire Frame	Defeat 101 enemies in the Endless Melee.
Final Destination	Finish Stage 51 in Event mode.
Food	Play 1,000 matches in Melee mode.
Game & Watch	Complete Stage 45 of Event mode.
Land Master Tank	Score a combined total of 1,001 KOs.
Lon Lon Milk	Clear the Target Tests in 1,500 seconds or less.
Mach Rider	Clear Classic mode in 300 seconds or less.
Majora's Mask	Complete Stage 47 in Event mode.
Master Hand	Clear Classic mode at Hard or Very Hard difficulty without continuing.
Maximum Tomato	Play 10 matches in Melee mode.
Metal Box	Perform 11 Combos in Training mode.
Mew	Clear All-Star mode at the Hard or Very Hard difficulty setting.
Mute City	Walk a total distance of 3,300 feet or more in the game.
Paper Mario	Hit the sandbag 1,485 feet or more in the Home-Run Contest.
F-Zero Racers	Collect the red "Smash" trophies for all characters (earned by finishing Adventure mode).
Meowth	Collect the blue "Smash" trophies for all characters (earned by finishing All-Star mode).
Warrior	Clear All-Star mode in 300 seconds or less.
Wolfen	Clear Adventure mode in 1,100 seconds or less.
Tom Nook	Collect 1,001 coins.
Sandbag	Hit the sandbag 990 feet or more in the Home-Run Contest.
Target	Clear the Target Test with every character.
Sheriff	Clear the Target Test in 750 seconds or less.
UFO	Play 100 multiplayer matches with two or more players.
Falcon Flyer	Play 150 Multiplayer matches with two or more players.
Sudowoodo	Play 200 Multiplayer matches with two or more players.
Unown	Get a combined total of 16,503 feet or more in the Home-Run Contest using any characters.
Mr. Resetti	Defeat six foes in Cruel Melee mode.
Mayra	Unlock the Sound Test.
Heart Container	Play 100 matches in Melee mode.



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# SHREK



**S**hrek (the ogre anti-hero from the DreamWorks movie of the same name) can't settle down for a well-deserved happily-ever-after just yet. In *Shrek for the Xbox*, the Princess Fiona has been spirited away by the evil magician Merlin and trapped in a tower of unspeakable evil, a horrific place hidden by a dense fog. Shrek can reveal the castle concealing his lady by performing Good Deeds in all the lands surrounding the castle, pushing back the fog a little with each deed he accomplishes.

## Saving

After Shrek completes a Good Deed, the game will automatically save and eject you back to the world map—even if it's one you've already completed before. Don't repeat your charitable works if you don't want to get booted out of the world again.

## Shrek's Swamp (Training Grounds)

### 1. Jumping Grounds



Shrek can jump into a wall, then rebound off it to get to higher ground. He can also connect a series of wall jumps. For example, if he is standing next to two pillars, with the rightmost pillar being higher, he can wall-jump off the side of the right pillar into the side of the left, then immediately wall-jump again to reach the top of the right pillar.

### 2. Combat Arena



Shrek has several basic attacks: punch, kick and grab. Punches land more quickly than kicks, while kicks are slightly more powerful than punches. Shrek can grab any enemy; however, some of them will squirm out of his grasp, and he'll take damage when they do. Also, when he's holding an enemy, pressing the Punch or Kick buttons will cause him to either throw it a short distance or drop-kick it a long one.

### 3. Fire Pit



Onions and chili peppers are needed to power up Shrek's belches and farts. Shrek's gas cloud can stun enemies for a few seconds, and if he eats a chili pepper he can belch fire. Shrek can light his own gas cloud on fire by belching on it. Also, hold the Left trigger and expel gas after Shrek eats a chili pepper to cause a massive explosion! Exploding gas can be used to propel Shrek upwards to get hard-to-reach objects.

## Mother Goose Land

Cost: Nothing

### 1. Corral Be Peep's Sheep



Go through the tunnel to the farm. There are five sheep on the loose, and one Big Bad Wolf conducting bizarre plays using the woolly creatures as living footballs. Grab one and drop-kick it into the pen, then knock the wolf senseless. Grab another and repeat until all the sheep are safely in their pen.

### 2. Toss the Egg Kids into the Gander's Nest



Taking a nasty fall has transformed Humpty Dumpty into a rather unsavory creature who preys on impressionable young Egg Kids. Kick the yolk out of him and bring the five Egg Kids back to the Gander's Nest.

### 3. Expel Gas on the Dancing Cow



Punch the clock to make night fall, then jump down and run along the path to the farm. You've only got 40 seconds, so run quickly to the middle of the field, knock the cow down and expel gas while running in a circle to surround her in a lovely cloud of fart.

### 4. Wake Up the Sleeping Guards



All the king's horses and all the king's men are sleeping on the job! Punch the clock and wake up three of them by hitting each of them four times. There are two sleeping near the dock and one next to the church.

### 5. Capture the Evil Fairies



Rounding up these elusive creatures is probably the most difficult task. Shrek has in each level. The fairies glow bright pink and leave a temporary trail of pink dust in their wake. A whimsical chime sounds as they move...and if you are standing near them and don't appear to notice them, they start to giggle, which makes them easier to find.

However, they are very small, and once they sense Shrek is on their trail, they start darting back and forth. They favor specific hiding places in each level, so I'll list the areas you should check if they get away from you during a chase.

- The water near the Mother Goose statue and the Gander's nest.
- Behind the shoe house.
- The cornfield in the farm.
- The pumpkin patch in the farm.
- The white tree next to the blue barn in the farm.

## 6. Find the Hidden Easter Eggs



This is also a mainstay: at each level, with the Easter Eggs floating seemingly out of reach. Use your wall-jumping skills to reach them.

- On the roof of the church.
- On a platform to the left of the church. Jump up inside the hollow pillar by the church to gain access.

- Floating in midair between two short towers next to the clock. Use a wall jump off a tower.
- Wall-jump off the brown tree to reach the Easter Egg on top of the archway near the clock.
- In the small window in the rear of the large red shoe house.
- On a brown pillar next to the blue barn in the farm area.
- Wall-jump off the white tree next to the blue barn to get onto the roof. Take a running jump off the opposite edge to reach the Easter Egg at the top of the brown pillar.

## Sweetsville Industrial Park

Cost: Nothing

## 1. Shut Off All the Factory Whistles



Run quickly up and down the cobblestone path and hit each Factory Whistle. There are a lot of factory workers turning them back on again, but just kick all of them out of the way and eventually you'll get all five whistles off at the same time.

## 2. Beat Frankendrop



Next to the factory there's an elevated green platform that leads to the roof of the small brick building next door. Use a wall jump off the narrow side of the window in the brick building to arc up and diagonally onto the platform. Frankendrop and his miniature cohort are looking for a fight. Kick the big guy out of the ring, then run away from the little one. You only need to kick the large Frankendrop monster out of the ring three times.

## 3. Shut Down the Factory's Power



Punch the generator inside the factory. You'll have to hold off the factory workers for 30 seconds to prevent them from turning it back on. Walk around the generator, constantly kicking anyone who gets too near, until the time runs out.

## 4. Flush the Slingshot Vandals



There are three Slingshot Vandals running around, calling you complimentary names like "booger-face" and pelting you with gumdrops.

- When you first enter the level, there's a kid standing there. Pick him up and go over to the

yellow flushing switch. Stand on it, then aim for the concrete toilet well across the gorge and drop-kick him into the hole.

- There is a concrete toilet next to the factory, and a couple of gumdrop kids harassing the workers. Pick one up and drop-kick him into the toilet.

- Above the concrete toilet next to the factory, there's an elevated green platform which leads to both the Frankendrop ring and another concrete toilet set high above ground. Grab the last kid and drop-kick him so he lands on the platform. Quickly wall-jump diagonally to get up there yourself, then grab him and flush him down.

## 5. Capture the Evil Fairies

- The sewer tunnel to the right at the beginning of the level.
- The overturned barrels in the far corner next to the locked door and the Easter Egg.
- Around the sewage run-off pipe next to the factory.
- On the ground or on the green platform near the Frankendrop ring and the concrete toilet.
- Along the route with the Factory Whistles.

## 6. Find the Hidden Easter Eggs

- In the corner on top of a machine near the overturned barrels.
- Floating above the pipe that runs over the row of Factory Whistles.
- Wall-jump diagonally onto the elevated green platform that connects to the Frankendrop ring. Walk along until you are facing the upstairs factory window. Carefully jump to land on the window sill, then jump again to get the Easter Egg.
- At the very end of the elevated green platform, next to the concrete toilet.
- Take a running jump off the edge of the small ramp leading up from the sewage river next to the factory to grab the Easter Egg.
- Cross the sewage river at the beginning, go to the metal girder that's sticking up at a slant and push off from near the end to get the Easter Egg floating near the weird red licorice trees.

## Creepy Crypt

Cost: 5 Good Deeds

## 1. Stop the Wicked Witches



There are six wicked witches flying around, harassing the poor skeleton. Wait for one to draw near, then dart in front of her and lay a debilitating spell on her. Kick her before she recovers. You cannot hurt them if they are

not inside your noxious fumes.

## 2. Clear the Crypt of Bats



There are five Vampire Bats befouling the Crypt. When you see them, just jump into their general area and they will disperse.

- On the small ledge to the left of the Crypt entrance.
- On the small ledge to the

right of the Crypt entrance.

- Near the back of the Crypt, up in a high corner.
- In the back of the music room.
- In the large room on the bottom floor.

## 3. Play Music For the Skeletons



Go down into the Crypt, then jump into the room on the lower left. Hit the music speakers to make them start up, then gather

up the Skeletons. Drop-kick each one onto the small ledge near the room's entrance, then wall-jump next to it, drop-kick it over to the next ledge and kick it inside the room. One Skeleton is wandering in the Crypt and two more are in the graveyard area filled with Wicked Witches.



**4. Return the Baby Spiders**


The Mama Spider is idling about near the entrance to the Crypt, hiding behind a sarcophagus. Gather up all the little orange Baby Spiders which are running all over the graveyard. You can kick them over to their mother or chase them back to her.

**5. Capture the Evil Fairies**

- On the small ledge to the left of the Crypt entrance, near where the Vampire Bats were hanging.
- Dangling back and forth in the graveyard with the witches.
- Also in the graveyard with the witches.
- On the bottom level of the Crypt, off in the furthest right corner from the entrance.
- Near the bottom floor of the Crypt, in the small alcove underneath the music room.

**6. Find the Hidden Easter Eggs**

- Above the entrance to the Crypt. Wall-jump to reach it.
- Inside the third alcove from the left on the second floor of the Crypt near the back.
- Inside the large alcove on the bottom level near the room with the music speakers.
- In the corner of the graveyard, next to a tombstone and behind a brown tree with a pumpkin hanging from it.
- Floating in midair above the dome-shaped tomb filled with drawers at the back end of the Crypt.
- Floating above the roof of the stained glass building in the graveyard.

# Prince Charming's Castle

**Cost: 10 Good Deeds**

**1. Blow Up Three Jesters**


A court jester is pretty amusing, but nowhere near as entertaining as a court jester "on fire"! Kick the jesters into the throne room and next to one of the two lighted torches near the prince. Jump up and fart onto the fire to create a massive

explosion. There's a Jester walking along the balcony next to the throne room, one that you encounter just going up the stairs in the castle and one hidden away in the small alcove which leads into the prince's chambers. Climb up the stairs until you're almost at the princess' room, then look over the side—there's a small opening in the wall you can jump into. Get in there and boot the Jester into the throne room.

**2. Kick Prince Charming's Butt**


Kick the prince upstairs to the princess' room at the very top of the castle. There are a lot of enemies along the way; use a flurry of punches to keep them at bay. When you get to the balcony right outside her room, punch him until he's seeing stars, then carry

him inside. If you just try to lock him in, he'll stall at the entrance and jump off the balcony. Some stud he turned out to be.

**3. Cook the Giant Weed Rats**


They move fast, so use your punches to knock them senseless, then kick them onto the various torches around the castle. You can kick the one in the princess' room into the fireplace. One is hidden in the alcove which leads to the small balcony that sticks

into the throne room. You can get into it by jumping from the platforms outside the princess' room.

**4. Boot the Prisoners to Safety**


The prisoners are those wretched, shirtless weaklings who run around with their arms covering their heads. Grab them, bring them downstairs to the dungeon and stand on the square of light in the middle. Face the back of the dungeon and drop-kick the

prisoners to freedom through the open window.

**5. Capture the Evil Fairies**

- In the throne room.
- Outside the princess' room.
- In the room next to the entrance.
- In the room between the staircases with the large torch set on the wall between.
- In the dungeon.
- Below the red chili pepper that floats above the bridge leading to the princess' room, or in the princess' room.

**6. Find the Hidden Easter Eggs**

- Above the door to the throne room.
- In the fireplace of the princess' room.
- Inside one of the cells in the dungeon.
- In the air above the end of the brown planks with the chili pepper floating in the middle. Jump off the edge of the plank and use a wall jump to rebound back into the Easter Egg.
- Floating in midair above the path of sunlight in the dungeon. Use a wall jump to rebound backwards into it.

# Molasses Sewers

**Cost: 15 Good Deeds**

[Note: These descriptions are assuming that when you begin the level, you choose to go straight ahead.]

**1. Turn On ALL the Red Valves**


The red valves are all placed near the ceiling; they give off a distinct hissing sound, like gas escaping. Give them a good punch or kick to turn them on. Listen carefully if you can't see them.

- In the first room.
- In the second room, to the side of the entrance.
- On the wall of the third room. Take the stairs up to the large vat of molasses, then jump along the pipes and walk along a high green pipe to reach it.

- On the same wall of the third room, at the other end. Walk along a low green pipe to reach it.
- In the same room, set between the two small waterfalls of molasses.
- The back of the third room has three pipes leading off on the left, middle and right. Go through the teardrop-shaped pipe that leads to the right. Use wall jumps and the double pipes to jump up to the Red Valve.
- Go through the middle pipe in the back of the third room and enter a fourth room. Use the pipes and platforms to reach the valve set on the wall.
- Go all the way back and through another teardrop-shaped pipe to get to the fifth room. Use wall jumps to get to the valve set high in the middle.



## 2. Fry the Ice Cream Guards



These guards are easy to dispatch—and all are wandering near a chili pepper. Just belch fire on them, and they'll collapse.

- In the first room, eat the chili pepper above the pipe.
- In the second room, use the chili pepper from the first room.

- In the vat of molasses in the third room, get the chili pepper at the end of the green pipe.
- At the very back of the third room, where three pipes lead off to the left, middle and right. Use the chili pepper on top of the wheel.
- In the room through the pipe that leads left from the back of the third room. Use the chili pepper immediately before the entrance to the Ice Cream Queen's room.
- In the room through the teardrop-shaped pipe that leads right from the back of the third room.
- In the room through the pipe with a broken grill (and molasses running out) that leads to the rear in the back of the third room.
- Same as above.
- Walk all the way through the room you accessed through the broken grill and go through another pipe. This one leads to another large room with an Ice Cream Guard wandering near the pipe.

## 3. Rescue the Sweetville Engineers



Grab these shoes and drag their sorry hides back to the Research Laboratory. The lab is in the back of the room you start out in. You may have to drop-kick them a few times to get them over obstacles.

- Standing on the green pipe in the first room.
- Standing on top of a yellow pipe near the beginning of the third room.
- Hiding behind the vat of molasses in the third room, skulking around near the small bridge on the bottom level.
- Standing on top of pipes in the room immediately before the Ice Cream Queen.
- From the first room, go through the pipe that leads to the right. There is a Sweetville Engineer standing on some lowered pipes.

## 4. Take Down the Ice Cream Queen



Jump along the platforms lining the walls to fill up on onions and to avoid this Ice Cream Queen's shotgun. Eat the chili pepper last, then do a wall jump to land in the ring with the Queen. Hold down the left trigger and expel gas at the same time, causing a fireball to explode in her face. Do this three times.

## 5. Capture the Evil Fairies

The Evil Fairies in this level are the hardest to collect. They move around long distances, and the terrain makes it impossible to chase them. Listen carefully and watch and wait to observe their patterns.

- At the end of the third room.
- Inside the room that leads to the Ice Cream Queen. (Sometimes there are two fairies in here.)
- If you head right instead of forward at the beginning, there are fairies darting back and forth between the two rooms there. Try to gauge when it's going to move and catch it in mid-flight.
- Moving between the first, second and third rooms.

## 6. Find the Hidden Easter Eggs

- In the Research Laboratory.
- Floating above the propeller blades that lead out of the second room. Run up the side of the wall and jump up to the blade.
- In the room before the Ice Cream Queen's room.
- Go through the teardrop-shaped pipe that leads to the right of the large third room, jump off the "!" Caution sign and go down the tube.
- Go through the molasses-dripping pipe with the broken grill in the back of the large third room. It leads to a large fourth room. Use the broken pipes to jump over to the egg hidden inside the last pipe, where steam is shooting out. Wait for the steam to die down, then jump in to grab it.



## Red Dragon Castle

Cost: 20 Good Deeds

## 1. Light the Dragon Pots



Dragon Pots are yellow braziers with black smoke pluming out of them. There are five in this level, one at the edge of the courtyard, three on the right, middle and left of the castle and one floating high above the left side of the castle. Eat a chili pepper, then stand on the Dragon

Pot and let out an explosive fart. You can also light the Dragon Pots by filling them with gas and letting the archers hit them with a flaming toilet plunger (don't ask). There are chili peppers in three locations: on top of the beam surrounding the courtyard, floating in front of the rightmost window in the castle and on a small grassy ledge on the left side of the castle. You'll need this last chili pepper as you wall-jump up to light the Dragon Pot set high above ground.

## 2. Stop the Baby Dragons



Although there is a lot of armored personnel running amok, the Baby Dragons are only interested in a couple of luckless knights. There are only two knights in the level; both wear armor with yellow feathers coming out of their helmets. They are distinguishable from the other enemies because they are unarmed. Grab one in front of a Baby Dragon and use it to lure the reptile back to the small inflatable pool at the beginning of the level.

## 3. Save the Little Fishies



There are five fishies flopping around in the dry moat. Pick them up one by one and bring them to the inflatable pool. They are slippery! To keep Shrek from dropping them, look carefully for the telltale

jerk of his arm and press B again quickly to re-grab the fishy before it falls.

## 4. Expel Gas on the Dancing Cow Again



Enter the castle through the doorway on the left. Use a series of wall jumps to reach the top of the castle. The cow is in the room at the top of the stairs. Punch her, then expel gas all around her so she can't escape it.

## 5. Capture the Evil Fairies

- Around the left side of the castle.
- Around the right side of the castle.
- Around the middle of the castle, sometimes under the bridge.
- Near the beginning of the level, near the circle of hearts or the inflatable pool.
- In the center of the castle.

## Red Dragon Castle

### 6. Find the Hidden Easter Eggs

- On a small ledge on the side of the courtyard.
- Inside a small tower at the side of the courtyard.
- Under the bridge.
- In the left window of the castle. Enter from the right and work your way down to the left to get it.

- On the dragon chandelier hanging in the center of the castle.
- In the center of the room at the very top of the castle. Light a series of farts from one of the torches at the side of the room. When you get close enough to the Egg, expel a lot of gas so the explosion propel you upward into it.

## Merlin's Dark Tower Fortress of Pure Evil

Cost: 25 Good Deeds

### 1. First Room

Pick up the barrel of TNT in the small cage and drop-kick it to the ledge. Jump up and detonate it next to the door to blow it open. There is only one enemy in this room, but he is firing flames at you. Be careful not to let the TNT blow up prematurely. If it does, just get another one out of the cage.

### 2. Second Room

There are three enemies in this room: one is a guy throwing flames and the other two are pieces of furniture. If you use wall jumps to reach the upper ledges, you can refill on some hearts. Return to the first room and get another barrel of TNT. Kick it up to the ledge, then run inside the second room and kick it out of your way, hoping that it doesn't get set on fire yet. Punch the enemies inside and let the TNT barrel detonate next to the second door. Try again if the barrel explodes too soon.

### 3. Third Room



This one is the most difficult. You have to bring the TNT barrel all the way from the first room to the third. First, clear the second room of enemies by kicking them all onto the floor of the third room. Now the second room can be used as a safe spot

for you to refill your health. Get the TNT barrel and bring it through the door leading to the third room. Immediately drop-kick it over to the ledge on the left. Wall-jump up to it and detonate it next to the last door. You can punch the flaming enemy senseless and pick him up to light the barrel if there is no flame nearby.

### 4. Fourth Room

This is a small chamber with a pillar set in the middle. Punch the flaming enemy at the bottom, then use wall jumps to get to the upper floor. Hit Merlin three times and he'll disappear. If you're low on health, go back to the second room and refill your hearts before you enter the fifth room.

### 5. Fifth Room



An opening leading from the balcony brings you into a circular chamber with a sphere in the center. After you enter, the door seals itself behind you. You have to fight some apparitions Merlin conjures up. A few kicks and punches will make them vaporize. Wait for a barrel of TNT to appear, then detonate it near the sphere. Jump up to the balcony to attack Merlin. He's launching spells at you, so weave from side to side when you approach him. When you punch him, he'll disappear and respawn in another location. Repeat until he collapses.

*(Note: Those @!\$! chickens are harassing you in this level as well! Not only that, but if they peck you, you'll take damage. Look out for these feathered fiends as you move around. Man, what happened to the good ol' days when ogres could just bite off chickens' heads and be done with them?)*

## Race Mode

Race Mode is unlocked after you complete four good deeds in the beginning worlds. You have to perform the same missions as you did in the Story Mode, except this time they are timed. You'll be rewarded with Cheat Tokens which can be spent in the Cheat Menu. Completing one mission in Race Mode garners you \$1 Cheat Token. Buyer Beware: Doing a Good Deed with any cheats enabled makes it automatically disqualified. The word "Cheater!" will pop up and you'll get booted back to the World Map without any record of what you've accomplished.

### Available Cheats

1. Invulnerable: \$3
2. Infinite Gas: \$3
3. Infinite Flame: \$3
4. Super Strength: \$3
5. Super Flatulence: \$3
6. Leak Mode: \$3
7. Slow Mode: \$3
8. Fast Mode: \$3
9. Low Grav: \$3
10. \$ For Merlin: \$3
11. Chalk Mode: \$3
12. Crude Oil Mode: \$3
13. Plastic Mode: \$3
14. Cyber Shadows: \$3



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AX2000

# METAL GEAR SOLID<sup>®</sup> 2

## SONS OF LIBERTY™

Konami has worked hard to pack all kinds of obscure secrets into its latest game, *Metal Gear Solid 2*. In these pages, you will find help on the "normal" sections of the game as well as details on many of the lesser-known parts. Here, we'll focus mostly on the Plant episode. The first section of the game, the Tanker episode, is very similar to the *Metal Gear Solid 2 Trial Edition* demo that came bundled with *Zone of the Enders*. You can check out our coverage of the demo in our April 2001 issue. Let's begin!

By Ara Shirinian

### GENERAL STRATEGY

#### • ENEMY BEHAVIOR

There are two major categories of human enemies in *Metal Gear Solid 2*: patrol soldiers and reinforcements. Patrol soldiers follow an assigned route until they are somehow alerted by your actions. On the other hand, if reinforcements appear, they will seek you out directly. Once you have triggered an alert mode, the best thing to do is to run away and hide. You could try to kill all the reinforcements that show up, but that's a waste of resources.

Patrol soldiers are further split into two categories: those that just walk around and those that regularly report in with their radios. You have to be very careful with the latter kind. If they do not report in at regular intervals, an investigation party will be sent out to look for them. This greatly increases your probability of getting caught! Even if the investigation party does not find you, if you killed the enemy and they find the body, the game will go into caution mode and the guard will be replaced.

If you are trying to take out all of the enemies in an area, identify the ones that report in and deal with them last...and only shoot them down when you know you can leave the area quickly.

#### • ENEMIES' FIELD OF VISION

The sight cones displayed on the radar are not a completely accurate representation of the enemies' field of vision. For example, if you are hiding behind or under something, or if there's a solid object between you and the enemy, he won't see you even though his sight cone might overlap you on the radar. On the other hand, his actual range of sight extends up to 40% further beyond what is displayed on the radar if you are standing in front of him. If you enter into this "extra" area, the enemy will go into suspicious mode and will make his way toward you. As far as their peripheral vision goes, I wouldn't try to approach an enemy from anywhere closer than a 90° angle to their line of sight. The point is that you shouldn't completely trust what the radar shows. In any situation, don't try to get closer to an enemy than you have to.

#### • COMBAT TECHNIQUES

There are a lot of different things you can do in *MGS2* when it comes to fighting enemies. However, most of the options available to you—like shooting their radio, using a body as a shield and shooting pipes and other background objects—are not very effective. Basically, if you are in alert mode, your best bet is to just run away as fast as possible and find a hiding place! While you are escaping, equip a box if you have one. This way, you cannot get knocked down while running, even if you are shot.

There are three techniques that will cover practically all other situations. First, if you want to shoot an enemy, do it from as far away as possible and aim for the head. One head shot will immediately tranquilize or kill him. If there are other enemies in the vicinity, it is safest to just tranquilize everyone first. Second, if you want to separate an enemy from a group of other enemies, use the knock-on-the-wall technique to lure them away. Alternatively, you can tranquilize everyone, then move all the bodies to strategic locations and selectively wake up one of them. To wake up a sleeping enemy, you can either pick up and drop his body repeatedly or you can spray Coolant at him. Finally, if you want to obtain his dog tags, you can hold him up. The next section describes this procedure in detail.

### HOW TO ACQUIRE DOG TAGS

Obtaining dog tags seems difficult and tedious at first, but after you've collected a lot of them it will be quite easy. There are many ways to do it, but the method I recommend is a four-step process:

#### STEP 1: Hold up the enemy.



This is accomplished by walking behind the enemy and holding down ☐ with a gun equipped while standing sufficiently close. If you're not close enough, you'll just draw your weapon normally and the enemy will ignore you. If you are sufficiently close, you'll hear your character say "Freeze!" and the enemy will hold up his hands. It is not necessarily important to be behind the enemy to hold them up, you just have to do it without being seen. If the enemy is asleep but standing up, you can also hold them up from the front. In alert mode, holding up an enemy is not possible.

#### STEP 2: Move towards his face while keeping the gun drawn.



In order to do this, you will have to hold down L1 while continuing to hold ☐. This way, you can move while keeping your gun drawn, and the gun will remain pointed at the enemy. If you point the gun away from the enemy for too long, he may try to escape!

#### STEP 3: Point the gun at his face in first-person mode.



Once you're positioned in front of your enemy, you can release the L1 button. Now, hold R1 for the remainder of the process to go into first-person mode. Aim at his head, but do not shoot!

#### STEP 4: Force the enemy into submission.



At this point, one of two things will happen: The enemy will either submit to you or he will resist. If he submits, he will say something like "Don't shoot!" Then he'll shake around a bit and the dog tag will fall out. However, if he resists, he will say something like "Are you going to shoot me?" or "What are you?" In this case only, a subtitle will always appear at the bottom of the screen. When this happens, quickly switch to the SOCOM or USP (if you do not have it drawn already) and shoot once at his hand or arm. Keep your gun drawn and bring it back to his face. Now, with a limp arm, he will quickly surrender the dog tag! Before you pick it up, be sure to take out the enemy first.

\* Try not to hold up an enemy when he's facing a wall. If you do that, it will be difficult to position yourself in front of him. Sometimes, if you are too close to an enemy, nothing will happen...even though you might be pointing the gun right into his face. You can try running through the enemy a couple of times to jostle him into a better position, but that won't work often.

**Olga Gurlukovich**—After beating Olga, search her body.  
**Peter Stillman**—After beating Fatman, search his body.  
**Solid Snake**—In the Ascending Color, attack Snake repeatedly with the blunt edge of the HF Blade (Press ☐ to switch edges) until he's unconscious. Then search his body. Depending on the difficulty level, the name on this tag will be different.

**LEGEND**

- Travel possible in either direction
- Travel only possible in one direction
- W3 Door w/Security Lock
- W001 Area Designation
- Quantity of dog tags in area
- ID # of dog tags in area

The map shows a complex network of locations and connections. Key locations include:

- Shell 2** (multiple locations)
- Core B1** (multiple locations)
- Core 1F** (multiple locations)
- KL** (multiple locations)
- Connecting Bridge** (multiple locations)
- Strut L** (multiple locations)
- Strut E** (multiple locations)
- Strut F** (multiple locations)
- Warehouse 1F** (multiple locations)
- Warehouse B1** (multiple locations)
- Federal Hall** (multiple locations)
- Rectum** (multiple locations)
- Ascending Stair** (multiple locations)
- Stomach** (multiple locations)
- Anus** (multiple locations)
- Shell 1-2** (multiple locations)
- Connecting Bridge** (multiple locations)
- Strut D** (multiple locations)
- Sediment Pool** (multiple locations)
- Shell 1** (multiple locations)
- Core B1** (multiple locations)
- Shell 1** (multiple locations)
- Core 1F** (multiple locations)
- Core B2** (multiple locations)
- Computer Room** (multiple locations)
- Strut A** (multiple locations)
- Pump Room** (multiple locations)
- Strut A** (multiple locations)
- Root** (multiple locations)
- Deco Sea Dock** (multiple locations)
- Dining Hall** (multiple locations)
- BC** (multiple locations)
- Connecting Bridge** (multiple locations)
- Strut B** (multiple locations)
- Transformer Room** (multiple locations)
- AB** (multiple locations)
- Connecting Bridge** (multiple locations)
- CD** (multiple locations)
- Connecting Bridge** (multiple locations)

## COMMON TROUBLE POINTS

## TANKER HOLD NO. 3

In the last section of the Tanker episode, you must take four pictures of Metal Gear Ray. You'll hear a special sound effect after taking a shot if it's an acceptable one. Here are the shots you need:



## DEACTIVATING BOMBS

After you meet Salliman in Strut C, you'll have to go around to every strut and deactivate six bombs. Here are the locations of each one:



Enclosed by boxes in the central area of S1.

Obscured behind one of the open breaker doors.

At the heliport, next to one of the wheels of the Harrier.



In the woman's bathroom.

In the area behind the Lv. 1 door. Crawl under the pipe to reach it.

At the bottom floor of the area, under the door to the CD connecting bridge.

There's also a seventh bomb that will only appear after you've obtained Bomb Sensor B. This one is in Strut A, deep sea dock. Look at the bottom surface of the submersible craft for it.

## SHELL 3-2 CONNECTING BRIDGE

After you obtain the Lv. 3 Card, you'll finally gain access to the bridge connecting Shell 1 and 2. Here you must shoot 10 control boxes in order to disable the bombs. You can shoot any part of a control box to shut it off—it's not necessary to aim right at the green light! Some of them are really far away, so you must have the PSG1 to reach all of them. Remember, once you complete this task, an event will be triggered and you won't be able to return to Shell 1 in its current state again. This is one of only two parts of the game where you really have a use for Pentazemin, so don't hesitate to use a few if you need to steady your aim. Here are the locations of each box:



After the boss battle on the bridge, an important item will appear: the Suppressor for the AK-74U. However, it's a little tricky to get to. Walk onto the pipe until you reach this point, then use the roll maneuver to effectively "jump" across the gap

toward the left. You may have to try it a few times, since there's almost no room to walk and you cannot roll unless you are already walking. You can also use this same technique to get yourself across other kinds of gaps you may encounter later on.



## PLANT EPISODE BOSS BATTLES

## Boss 1: Fortune

This isn't much of a battle, since it is impossible for you to hurt Fortune. Meanwhile, she will be tearing up the room with her giant gun. If you keep running around, it will be easy to avoid her attacks. The fight will automatically be over after a set period of time.



## Boss 2: Fatman

During this battle, Fatman will alternate between planting bombs and attacking you. The bombs are your first priority, so before you go after Fatman, be sure that you've deactivated all of them. Fatman will place bombs on any surface of the containers in this area, sometimes on the side that is normally obscured by the camera. When shooting at him, hold down L1 so you can run and shoot at the same time. If you're able to knock him down (by shots or otherwise), you can inflict a great amount of additional damage by shooting at his head as he tries to get back up. After you beat Fatman, drag his body to find the very last bomb.



## Boss 3: Harrier

Here you must use the Stinger missiles to attack the Harrier. Fortunately, this item will appear at the very beginning of the battle. A special strategy isn't really necessary, just be sure that your missiles lock on and try to maintain a high rate of fire. Of course, be careful not to shoot the Kasatka!



## Boss 4: Vamp

Vamp is supposed to be able to dodge your bullets if you try to use L1 to lock on to him, but why even bother using a gun? Bring out some of the heavy weapons that you've recently acquired, like the Nikita, RGB6 or the Stinger, with these weapons you will be able to inflict some serious damage on Vamp. Even though the Nikita is super-slow, you can still hit him with it. The lock-on mechanism on the Stinger also works fine here.



## Boss 5: Vamp (again)

Use some Pentazemin to steady your aim and go for the head. All it takes are a few carefully timed shots. You won't ever really need Pentazemin after this battle, so just use them as necessary.



## Boss 6: Metal Gear Rays

Now you'll have to battle an entire army of Metal Gear Rays! This is the most difficult battle in the game by far; you may have to burn a few lives just to get accustomed to their movement patterns. The two weapons you should use here are the Stinger and Chaff Grenades. Essentially you should maintain radar jamming continuously throughout the battle in order to make it more difficult for the missiles to hit you. The jamming caused by a Chaff Grenade doesn't last very long, so you should throw them at regular intervals. As far as your attacks are concerned, each Metal Gear Ray has three targetable points: the head and both legs. In order to inflict maximum damage, send a Stinger missile into one of the leg targets. When this happens, the Ray's head will be exposed for a brief moment. If you can subsequently fire another Stinger missile into the head before it closes, you'll cause massive damage. Immediately afterward, there is a brief moment where you won't be able to further damage the same Ray. At this point, repeat the same technique on a different Ray. Ratons will appear in the center of the area and other items will appear closer to the edges. The number of Rays you'll have to destroy before the battle is over is determined by the difficulty setting.



## Boss 7: Solidus Snake

This final boss is actually much easier to defeat than the previous one. If you follow the basic stick-and-move strategy, you'll be able to beat him with little trouble. Solidus is most vulnerable for a few seconds after he's executed an attack. If you attack him at any other time, he'll block. After successfully getting a hit in, you should continuously keep hitting until he's knocked down or out of range. The circular blade strike works pretty well here. After Solidus sustains a certain amount of damage, he'll attack a little more aggressively.



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## ITEM CATALOG

Here are all of the important items in the game and their locations. They are listed in the order in which you may acquire them. Items that you start the game with and items that are not unique like Rations or Grenades are not listed. Some items like the Thermal Goggles, PSG1-T and the Mine Detector will show up in other locations later on in the game if you miss them the first time around. However, only the earliest appearance of each item is listed here. Also, some items appear sooner if you're playing on an easier difficulty level than Normal.

## Remember:

- As soon as you get the Lv. 1 card, you can obtain the Socom Suppressor in Strut F.
- As soon as you get the Lv. 2 card, you can obtain the M4 and AKS-74U in Strut F.
- As soon as you get the Lv. 3 card, you can obtain the PSG1 and RG86 in Strut F.
- As soon as you get the Lv. 4 card, you can obtain the Body Armor in Shell 2 Core.



Item	Area	Notes
<b>TANKER EPISODE</b>		
Box 1	Deck D, Crew's Quarters	It's located in the rightmost room.
USP	Navigational Deck	You obtain it automatically after beating Olga.
Wet Box	Navigational Deck	It's on the rightmost side of the deck.
Thermal Goggles	Navigational Deck	You can find this at the top of the deck, above the ladder.
<b>PLANT EPISODE</b>		
Shower	Strut A, Deep Sea Dock	See the Shower section on page 42.
Thermal Goggles	Strut A, Deep Sea Dock	It's in the pool in the first room, in the lower-left corner.
M9	Strut F, Warehouse 1F	Use the 1F entrance. It's located in the room at the end of the first hallway.
SOCOM	Strut B, Transformer Room	Pliskin gives it to you automatically.
Cigarettes	Strut B, Transformer Room	Pliskin gives it to you automatically.
Lv. 1 Card	Strut C, Dining Hall	Stillman gives it to you automatically.
Coolant	Strut C, Dining Hall	Stillman gives it to you automatically.
Bomb Sensor A	Strut C, Dining Hall	Stillman gives it to you automatically.
Box 1	Strut A, Pump Room	It's located in the room beyond the Lv.1 door.
Box 3	Strut E, Heliport	It's in the top level of the heliport.
Box 5	Strut E, Parcel Room 1F	It's near the node in the upper-right corner of the room.
Digital Camera	Strut E, Parcel Room B1	It's behind one of the Lv.5 doors, but you can use Box 5 on the conveyor belt upstairs to reach it.
Mine Detector	Strut E, Parcel Room B1	You can also find it at Strut F, Warehouse B1, in the room in the lower-right corner.
Box 2	Strut F, Warehouse B1	Located in the same room as the node, in the lower-left corner.
SOCOM Suppressor	Strut F, Warehouse B1	Crawl through the duct that starts in the same room as the node to reach it.
Bomb Sensor B	Strut C, Dining Hall	This item only appears after the first six bombs are deactivated.
Lv.2 Card	Strut E, Heliport	You receive this automatically after beating Fatman.
B.D.U.	Strut E, Heliport	You receive this automatically after beating Fatman.
Phone	Strut E, Heliport	You receive this automatically after beating Fatman.
M4	Strut F, Warehouse 1F	Be careful! The room it's located in also contains explosives. Find and destroy the control box first!
AKS-74U	Strut F, Warehouse B1	This item is in the room adjacent to the stairs.
Box 4	Shell 1 Core, B2 Computer Room	It's right next to the node in the central area.
Directional Mic	Shell 1 Core, B2 Computer Room	This is located in the same vicinity as Box 4.
Lv. 3 Card	Shell 1 Core, B1	Ames gives it to you automatically.
RG86	Strut F, Warehouse 1F	It's in the room beyond the Lv. 3 door on the upper-left side.
PSG1	Strut F, Warehouse 1F	It's in the other room beyond the Lv. 3 door on the right side.
PSG1-T	Strut F, Warehouse 1F	You can find this in the duct in the same room as the PSG1.
Slinger	Shell 1-2 Connecting Bridge	Pliskin gives it to you at the start of the third boss battle.
AK Suppressor	Shell 1-2 Connecting Bridge	Appears next to the front of Strut G after the boss battle.
Nikita	Shell 2 Core, B1 Filtration Chamber No. 1	It's located underwater, at the end of the first flooded hallway.
N.V. Goggles	Shell 2 Core, B1 Filtration Chamber No. 1	This is also underwater, in a dark corner in the central area.
Lv. 4 Card	Shell 2 Core, 1F Air Purification Room	The President gives it to you automatically.
MD Disc	Shell 2 Core, 1F Air Purification Room	The President gives it to you automatically.
Body Armor	Shell 2 Core, B1 Filtration Chamber No. 2	It's underwater, in a dead-end just before you find Emma.
Lv. 5 Card	KL Connecting Bridge	You'll receive this automatically when you reach the Strut L door with Emma.
High Frequency Blade	Arsenal Gear Ascending Colon	Snake gives it to you automatically.



## MISCELLANEOUS SECRETS

MG22 is filled with all kinds of interesting little secrets. In this section, I'll illustrate some of the more noteworthy ones.

## PROJECTOR FUN



In the Tanker episode, in Hold No. 2, you'll notice that there are remote controls on the tables next to the projectors. If you walk up to one and press  $\Delta$ , you'll be able to switch the left and right screens. Stay there and keep pressing the button to see an amusing sequence!

## SECRET OF THE SHAVER



At the very beginning of the Plant episode, you can find the Shaver in Strut A Deep Sea Dock. Although it looks impossible to get to, if you face the railing that sur-

rounds the pool and press  $\Delta$ , you can hang on it and make your way toward the other side of the cage. When you meet Plakin for the first time, if you have the Shaver, Plakin will give it to him. Then, later on in the game, you'll see a clean-shaven Snake!

## BUTTON TRICKS

- Press L2 at the title screen or anywhere in the initial menu screens to hear a gunshot and make the screen flash.
- In the same screens, you can scroll the background around by using the right analog stick. This will also change the background colors like in Metal Gear Solid.
- Skip Codec conversations more quickly by pressing  $\square$  or  $\Delta$  twice.
- Press R1 or R2 during the Codec conversation to hear some funny comments. This won't work if you have pressed  $\square$ ,  $\Delta$ , or  $\Delta$  already in the same conversation.
- Press R3 or L3 to zoom in on the people's faces in a Codec conversation.
- Move either analog stick around to adjust the camera angle in a Codec conversation.
- In any real-time movie scene, you can press R1 to zoom in and use the right analog stick to move the camera around.

## MOVING AROUND WITH BOXES

In the Strut E Parcel Room, there are a bunch of conveyor belts. There's a particular platform on the South side that you can stand on. Step onto it, then equip a box. Wait for several seconds and the conveyor will eventually stop. When the light turns blue, you'll be able to move onto the conveyor belt with the box equipped! Depending on what box you used, you will be transported to one of several different places:



Item Used	Destination
Box 1	Strut C Dining Hall
Box 2	Strut B Transformer Room
Box 3	Strut A Pump Room
Box 4	Strut F Warehouse, B1
Box 5	Strut E Parcel Room, B1, behind the Lv. 5 door.

## LICE AND RATIONS

In a few parts of the game, you can see several sea lice on the ground and walls. If you crawl on the ground in this manner, there is a chance that one of the lice will get into your Rations! If this happens, you will see a red louse on top of your Rations. To get it off, just hold L2 and move the menu up and down with the louse on-screen several times. After a number of tries, it will jump off!



## INCREASING YOUR GRIP



Your Grip meter initially starts out at Lv. 1. To increase it, just do pull-ups at any point in the game.

Each pull-up increases your Arm Strength by 1. When Arm Strength reaches 100 and 200, your Grip will be raised to Lv. 2 and Lv. 3 respectively. Lv. 3 is the maximum you can reach. To check your current Arm Strength, see the "Mission Failed" section on the following page.

## STRUT L PERIMETER SPECIAL EVENT



When you reach the Strut L Perimeter, if you can get to the end of the area without

being discovered, you'll get to see a special event. The easiest way to accomplish this is to simply crawl through the entire side where the enemies are peeking out. What's so special about this event? Well, try it and find out yourself!

## ARSENAL GEAR: CRAZY LOCATION NAMES



When you reach the Jejunum in Arsenal Gear, try walking back and forth through the door that connects the Stomach and Jejunum. You'll see the location names change to places like Aoyama Ni-Chome, Azabu-Juban, New York 52nd Street or Funabashi City!

## NAME ENTRY



At the first node you encounter in the Plant, you can enter your name and some data about yourself. However, if you input a certain name, the rest of the info will be filled in automatically! Many of the MG22 staff names will work in this manner. Here are a few:

HIDEO KORMA	Planner, Producer, etc.
YOJI SHINKAWA	Character & Mechanical Designer
KIUYA NAKAMURA	Character 3D Design
MINESHI KIMURA	Mechanical Art Director
KUNIO TAKABE	Main Technical Programmer
KEN OGASAWARA	U.S. Localization Producer
RICK NAYLOR	U.S. Product Manager
JASON ENOS	U.S. Associate Product Manager
CHRIS KRAMER	U.S. Public Relations Director

As you can see, if the date in the "birthday" field of this screen happens to be the same day that is set in the PS2's internal clock, a "Happy Birthday!" icon will appear on the screen.

## MISSION FAILED

No doubt you are already familiar with the "Mission Failed" screen that appears during the Plant episode. But did you know that this screen also displays a lot of statistics on your current game? Here is what the text on the left side of the screen really means. On the screen, the value of each parameter directly follows its name without a space:

```

CONTINUE
EXIT
ARMSTREN 0THMSD
PRUD ENCE 100
AMMOUS ED 000000
ALRTNUM 0
NLTETH 0000
DMG A MOUNT 1000
CAMPOX 000000
CAMO SY 000000
CAM POSZ 000000
AREAMO VE 000000
VANISHED POINT000
  
```

Every area in the game has a "Vanished Point" designation which is four characters long. The first is always a "W," followed by a two-digit integer, then followed by a lowercase letter. Though the numbers are arbitrary, adjacent areas have similar designations. For example, W11a is Strut A, Deep Sea Dock. These area designations are also marked on the Plant Episode Map. If you look carefully, you can sometimes find these same markings written on the walls of the corresponding areas!

Parameter Name	Meaning
ARMSTREN 0TH	Number of "pull-ups" done.
PRUD ENCE	Number of times you saved your game.
AMMOUS ED	Number of ammo used.
ALRTNUM	Number of times alert mode was triggered.
NLTETH	Number of enemy persons killed.
DMG A MOUNT	Amount of damage suffered. Death by falling doesn't count. 100 = one life bar on Normal difficulty.
CAMPOX	Camera coordinates at time of death.
CAMO SY	
CAM POSZ	
AREAMO VE	Number of times you moved between areas, plus 128.
VANISHED POINT	Area designation (see below)



## METAL GEAR SOLID 2

### TIME ATTACK COMPETITION

Attention all gamers! Do you fancy yourself a Metal Gear Solid 2 master? Well, here's your chance to settle the score with your fellow readers and win a bunch of awesome prizes at the same time!



Players will be ranked according to the "Play Time" value that appears in this "Result" screen after finishing the game. The objective here is to finish the game in the shortest amount of time possible!

### HOW TO ENTER

First, play through the entire game (the Tanker-Plant scenario) on the "NORMAL" difficulty setting. When you finish the game, you'll be presented with the "Clear Code" screen. Carefully write this code down!

Before March 22, 2002 send the Clear Code, along with your NAME and ADDRESS to:

**TIPS & TRICKS**  
**METAL GEAR SOLID 2 TIME ATTACK COMPETITION**  
 8484 Wilshire Blvd. Suite 350  
 Beverly Hills, CA 90211

#### RULES

- The use of all Special items, the Strain is allowed, if you have obtained them already
- Using any other device to help your gameplay is considered cheating. If you cheat, you will be disqualified. We are smart, so we can tell if you cheat.
- If you only play the Plant episode, or if you only play the Tanker episode, you will be disqualified. Make sure the text in the upper left corner of your Clear Code screen says "Tanker Plant."
- If you play on any other difficulty level besides NORMAL, you will be disqualified.
- In this unlikely event of a tie, the player with the lesser number of Persons Killed will get the higher rank.
- Using your Clear Code screen and the set game is not to expose. If we receive two identical Clear Codes, both attempts will be disqualified.
- This competition is only open to persons not affiliated with Konami or Sony & Treco.
- Please write your Clear Code information legibly. If you type it, that's even better. If we cannot read your Clear Code or if it is illegible, you may be disqualified.
- Please write your NAME and ADDRESS legibly as well. If we cannot read this information, you run the risk of having your name misprinted if it appears in a future issue. Worse, you will be at the risk of possibly having your prize sent to the wrong address, if you are a prize winner.
- All entries must be postmarked by March 22, 2002. Entries will not be returned.

### PRIZES

In addition to having your name published in *TIPS & TRICKS*, the top ten entrants will receive the following prizes!

#### 1ST PLACE

- A rare clear collector's plaque that was distributed exclusively to press at the World Premiere of *MGSS 2* on May 10, 2000
- A complete set of all six McFarlane Metal Gear Solid 2 toys!
- MGSS 2 Poster illustrated by Yoji Shinkawa
- MGSS 2 T-Shirt

#### 2ND PLACE

- A complete set of all six McFarlane Metal Gear Solid 2 toys!
- MGSS 2 Poster illustrated by Yoji Shinkawa
- MGSS 2 T-Shirt

#### 3RD PLACE

- Three randomly-selected McFarlane MGSS 2 toys
- MGSS 2 Poster illustrated by Yoji Shinkawa
- MGSS 2 T-Shirt

#### 4TH PLACE

- Two randomly-selected McFarlane MGSS 2 toys
- MGSS 2 Poster illustrated by Yoji Shinkawa
- MGSS 2 T-Shirt

#### 5TH PLACE

- One randomly-selected McFarlane MGSS 2 toy
- MGSS 2 Poster illustrated by Yoji Shinkawa

#### 6TH PLACE through 10TH PLACE

- MGSS 2 Poster illustrated by Clayton Crain and Todd McFarlane



**MT. GARRICK, ONCE A PEACEFUL MOUNTAIN RETREAT, HAS BEEN MYSTERIOUSLY CLOSED BY THE IRON-FISTED CHIEF O'LEARY.**

**RADICAL**  
ENTERTAINMENT

**NAYA AND HER SNOWBOARDING COUNTERPARTS LEAD A RESISTANCE, LOOKING TO UNCOVER THE CONSPIRACY.**



**JOIN FORCES WITH NAYA IN THE FIRST EVER ACTION-ADVENTURE ON THE SLOPES. LOCATE BOMB PARTS AND LAUNCH AVALANCHE CANNONS TO ESCAPE THE SKI PATROL.**



**NAYA, AND HER SNOWBOARD COMPATRIOTS JIB AND GRIND EVERYTHING ON THE MOUNTAIN AS THE CHIEF'S ARMED THUGS CLOSE IN.**



**SHE HAS HER WORK CUT OUT FOR HER: 45 CHALLENGES AND MISSIONS MUST BE COMPLETED BEFORE THE MYSTERIES ATOP THE SUMMIT CAN BE UNLOCKED.**



PlayStation.2



COMING SOON ON

**DARK SUMMIT**

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# SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section.

The purpose of Select Games is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



## FINAL FANTASY XI: ONLINE

Square • Possible in 2002 • 1 Player



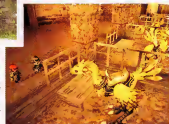
Sony plans to release the Broadband adapter for the PlayStation 2 sometime this Spring, allowing PS2 owners to enter the world of online play. One game that will make full use of it is Square's *Final Fantasy XI: Online*. It's quite possible that the adapter will come packaged with *Final Fantasy XI*, since the game can only be played online.

The prospect of playing online with several other players is a drastic departure from the obsessive single-player experience that we've come to associate with the long-standing *Final Fantasy* series. Like many of the popular online role-playing games today—such as *EverQuest* for the PC and *Phantasy Star Online* for the Dreamcast—*Final Fantasy XI: Online* offers a persistent world populated with players from all around the world. Players can chat, exchange items and complete quests together as they

develop their own online characters in a world called Vana'diel, a beautiful pastoral planet with plenty of wildlife. Players first create their character by choosing from a number of options including race and job classes. Square has revealed three different Vana'diel inhabitants so far: Hume, Elynn and Taru. The Hume are your basic humanoids and are the most balanced characters in the game. They mostly live and work in an industrial mining district called Bastook, where mythril metals are the single most important resource. The Elynn are tall women with pointed ears, master swordswomen who guard a huge fortress in the Sandoria region. The Taru Taru look like baby Teddy bears, but their appearance often belies their age. They live in the capital city of Windy, an academic's mecca for science and magic. The Taru Taru are a gentle breed, but their superior intellect makes them a force to be reckoned with. Players can create an adventuring party of up to six characters. An even bigger group can be created by combining three parties (18 players) to create an Alliance—which is an important strategy, since many of the monsters in *Final Fantasy XI* are virtually impossible to conquer alone. Further details on *Final Fantasy XI* are still forthcoming, but Square has already outlined the conditions required for PS2 owners to enjoy *Final Fantasy XI: Online*. You must have a high-speed connection, you must have a network adapter and you must join Square's PlayOnline website membership. A USB keyboard and mouse would be handy, but are not required. We'll keep you posted on this most exciting *Final Fantasy* adventure so far!



FINAL FANTASY XI  
ONLINE





## BUFFY THE VAMPIRE SLAYER

EA • March • 1 Player



Buffy Summers brings her ponytail and vamp-kicking attitude to the Xbox in the video-game version of the hit TV show, *Buffy the Vampire Slayer*. It's a third-person action/adventure game where you take on the role of Buffy, a typical high school student by day and a deadly vampire hunter by night. The game will feature all of the familiar characters from the show and the actual voices of the actors who play them, including Angel, Xander, Willow, Cordelia, Spike, The Master, Giles and more! The story of the game comes straight from the third and fourth seasons of the show when Buffy and the gang were still in high school. A portal between Hell and Earth has opened as demons pour into the living world, preparing for the arrival of The Master, a 600-year-old vampire who could ultimately destroy the world. As 17-year-old Buffy learns the harsh lessons of modern adolescence, she must also carry the responsibilities of being the "Chosen One," the legendary savior who will deliver humanity from its demonic fate. *Buffy the Vampire Slayer* will have plenty of hand-to-hand combat against hordes of demons, vampires and zombies. Some of the boss enemies include The Master, Dracula and Spike. Buffy will learn new combat moves called Slayer Powers as she progresses in her adventures. Some of the Slayer Powers include Martial Arts, Gymnastics, Super Speed, Super Strength, Super Jump, Quick Healing and Slayer Sense. Along with the intense beat-'em-up gameplay, there will be plenty of exploring and puzzle solving in the game. Fans of the TV show will enjoy the live-action recreations of Buffy's iconic haunts: Sunnydale High, the cemetery, The Bronze Nightclub and the library, where Giles will provide various mission details. Thanks to the immense power of the Xbox console, *Buffy the Vampire Slayer* will feature incredibly realistic motion-capture animation and stunning special effects such as morphing sequences of transforming creatures.



# Select Games

## STAR WARS: RACER REVENGE

LucasArts • February • 1-2 Players



Sebulba was known throughout the galaxy as the fastest Podracer pilot in the universe, but after being humiliated by the little boy, Anakin, he was stripped of his long-held Galactic Podracing Champion title. Eight years has passed since the legendary upset victory and it's time for Sebulba to have his day of revenge at the famous Boonta Eve Classic. Little does Sebulba know that the little boy is now older, wiser and has a lot more command of the Force. *Star Wars: Racer Revenge* for the PlayStation 2 follows the popular *Star Wars: Episode I Racer* for the N64 with a ton of visual and gameplay improvements. One of the biggest complaints about *Star Wars: Episode I Racer* was the lack of challenge from computer opponents; players often found themselves cruising way ahead of the pack in first place. The computer opponents are much more aggressive in *Racer Revenge*, which makes the competition feel more like the chaotic Podrace scene in the movie. You'll blaze along at 600 miles per hour as opponents try to beat you by eliminating your pod entirely from the race. They will constantly slam into you and side-swipe you to inflict further damage onto your machine. The Podracer can be repaired during the heat of a race, but doing so will hinder your speed, so you have to choose these opportunities wisely. Navigating shortcuts while keeping your Pod intact is the key to victory. There are over 18 race circuits, most of them are on Tatooine, but a few new environments have been taken from the upcoming movie, *Star Wars: Episode II, Attack of the Clones*. Players can choose from 16 different Podracers once they've all been unlocked by playing the Tournament mode. Each Podracer can be upgraded at Watto's shop with points acquired through the races. Since *Star Wars: Racer Revenge* is hitting stores a couple of months prior to the theater release of *Episode II*, *Star Wars* fans will be privy to a few early plot details if they play the game. This is just the first title in a long list of *Episode II*-based games scheduled to be released over the next couple of years.



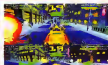


## SMASHING DRIVE

Nintendo • 1st Quarter 2002 • 1-2 Players



Nemco's first GameCube release will be a conversion of its Smashing Drive arcade game. The game will remind a lot of people of Crazy Taxi, where your main objective is to deliver passengers to their destinations at breakneck speeds. Smashing Drive is a little more "so-fu" with cabs that can climb walls, jump traffic and use power-ups like battering rams, turbo rockets and buzzsaws. Oncoming traffic, towering buildings and hectic road curves add to the confusion as you navigate the city streets. In Smashing Drive you're not only racing against time, but you're also being challenged by a computer-controlled rival cab. The only way to win is to risk taking dangerous shortcuts and blasting anything that gets in your way. There are four working shifts in the game: Early Bird, Rush Hour, Night Owl and Dusk and Wired. Different shifts feature different courses to test your cab's instincts. The GameCube version of Smashing Drive offers a two-player Versus mode so you can go head-to-head against your friends. A special Race mode for each stage will also be unlocked when you clear the regular Arcade mode. Smashing Drive is nearly impossible to find in the arcades here in the U.S., but the GameCube version looks even better so you'll hardly be missing out!



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## BLOODRAYNE

Majesco • 4th Quarter 2002 • 1 Player



Here's an early look at an intriguing new action game being developed by Terminal Reality, the same folks who brought you 4x4 EVO. BloodRayne takes place in the tumultuous period between World War I and World War II just as the Nazis started to gain power in Germany. A secret excavation site in South America has been set up by a pre-Nazi organization to unearth an ancient temple containing evil powers. Enter BloodRayne, a half-human/half-vampire government-trained female agent sent in to foil their plans. Far from being Buffy Summers, the merciless BloodRayne gets her strength and vitality from feeding off the blood of other creatures. Some of her superhuman strengths include incredible leaping skills, the ability to see in the dark and slow-time motion that enables her to dodge bullets. The Matrix-style. If she consumes enough blood, she will go into an invincible state called Bloodlust where she can dole out twice the damage to her powerless foes. Using various blades and pre-WWII guns, BloodRayne must stop the infant Nazi regime and the ghosts that have been released through their occult research. In addition to the PlayStation 2, BloodRayne is also being developed for the Xbox and GameCube. There's more to come on this horror title, so stay tuned!



## MEDAL OF HONOR: FRONTLINE

EA • March • 1-2 Players



developed by the Nazis that could change the tide of the war if completed. Of course, that's easier said than done. Lt. Patterson must carry out 15 crucial assignments that include rescuing captured soldiers, destroying a German Naval base, slowing away on a Nazi train and disarming a bomb on the Nijmegen Bridge—which is, incidentally, a scene straight out of the classic WWII film, A Bridge Too Far. In addition to a full metal jacket of weapons—like the Liberator Pistol, Panzerschreck, MG42 mounted machine gun and BAR—Lt. Patterson will have a small core of officers at his disposal. The officers can be issued commands to carry out various tasks to aid you in your missions. Other new features in Medal of Honor: Frontline continue to add to the realism that this series is known for. For example, if you kill the commander of a Nazi squad, the squad will go into disarray. There are several non-combat missions where Patterson must disguise himself as a fox and enter the heart of the enemy barracks. The game's events are all based on real incidents that occurred in World War II. History lessons were never this fun!

The popular Medal of Honor series comes to the PlayStation 2 with Medal of Honor: Frontline. Lt. Jimmy Patterson returns to the battlefield as part of Operation Market Garden. His mission: to deal the HQ-2K, an experimental aircraft being developed by the Nazis that could change the tide of the war if completed. Of course, that's easier said than done. Lt. Patterson must carry out 15 crucial assignments that include rescuing captured soldiers, destroying a German Naval base, slowing away on a Nazi train and disarming a bomb on the Nijmegen Bridge—which is, incidentally, a scene straight out of the classic WWII film, A Bridge Too Far. In addition to a full metal jacket of weapons—like the Liberator Pistol, Panzerschreck, MG42 mounted machine gun and BAR—Lt. Patterson will have a small core of officers at his disposal. The officers can be issued commands to carry out various tasks to aid you in your missions. Other new features in Medal of Honor: Frontline continue to add to the realism that this series is known for. For example, if you kill the commander of a Nazi squad, the squad will go into disarray. There are several non-combat missions where Patterson must disguise himself as a fox and enter the heart of the enemy barracks. The game's events are all based on real incidents that occurred in World War II. History lessons were never this fun!



SELECT

Select Games





## AIRBLADE

Namco • February • 1-3 Players



AirBlade may seem like just another skateboarding game in the immense glut of Tony Hawk clones,

but the Namco trick-buster is a great pick-up-and-play game for the PlayStation 2. In AirBlade, your character, Ethan, rides on an anti-gravity skateboard that can perform outrageous stunts. Unlike most skateboarding games, the anti-gravity skateboard doesn't have you stumbling all over the place, painting the sidewalk with your scabs. In fact, controlling the skater is a smooth ordeal and can be enjoyed by players of all skill levels. AirBlade is a story-driven game with plenty of mission-based goals in every stage. In the story, Ethan has stolen the AirBlade from GCP Laboratories, a secret corporation that uses its technology for very bad things. His friend, Oscar, however, has been kidnapped by the GCP, so Ethan must rescue his buddy (using the AirBlade, of course). The levels in AirBlade are alive with pedestrians, traffic and enemy hoppers. Many of the level goals involve destroying things with the Airblade: running over guards, grinding on top of vehicles, smashing surveillance cameras and other insouciant behavior. Ethan can even swing off of poles and rafters to get more air. There are also several multiplayer options, including an 8-player Party mode utilizing the multi-tap for an all-out Blade bash. AirBlade's arcade-like feel delivers instant gratification; check it out!

# airblade



## STAR WARS: JEDI STARFIGHTER

LucasArts • March • 1-2 Players



Unless you're a hardcore Star Wars fan digging deep for Episode II tidbits, you probably didn't know that the Jedi have their own special craft called the Jedi Starfighter. A sequel to the PlayStation 2 Starfighter game, Star Wars: Jedi Starfighter puts you behind the controls of the sleek and quick Jedi Starfighter craft which will be featured in the new film, Star Wars Episode II: Attack of the Clones.

If you've played the Naboo crafts in Star Wars Starfighter, you should already be familiar with the easy-to-use controls, since the game was developed by the same team. Several improvements have been made to Jedi Starfighter after the team listened to a lot of feedback from players of the previous title. The two-player mode has been greatly enhanced; in addition to the standard VS. mode, both players can now work together to complete every mission in split-screen mode. The coolest feature of Jedi Starfighter is the ability to use Force powers in a fight-action game. Pilots can summon one of four Force powers if they're caught in a tight jam: Force Lightning, Force Shield, Force Shockwave and Force Reflex. For example, in one mission you must protect a Naboo town from being demolished by falling bombs from the sky. By using Force Reflex, you can slow down time and shoot down the bombs as they remain suspended in mid-air. The events in Star Wars: Jedi Starfighter occur just prior to the events in Attack of the Clones, with a couple of last-minute overlapping with scenes from the movie. Star Wars: Jedi Starfighter is scheduled to hit the stores three weeks before the movie, so anxious Star Wars fans can get an early idea of how this Clone War business got started.



## FOREVER KINGDOM

Ageia • Available Now • 1 Player

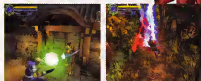
After the Eve of Disaster which resulted in mutants gobbling up every human in sight, effectively ending a bloody war with a sumptuous feast (depending on how you look at things), the fighting spirit was knocked out of the two warring nations of Soltia and Mores. Forever Kingdom (the follow-up to Evergrace) takes up the tale of these Soltia citizens a year later, including two young swordsmen and a mysteriously amnesiac girl they discovered immediately after the disaster. The gameplay is a combination of action and role-playing; enemies pop up randomly on the world map, but you fight them immediately without ever needing to segue into a structured arena. A technique called a "Palinaria Attack" lets characters string together massive combination attacks. The requisite precise timing on the part of the player, those who master this technique will be able to launch consecutive attacks indefinitely. Although characters do not "level up" in traditional RPG fashion, they can upgrade their weapons and armor to be more effective and stylish. A unique aspect of Forever Kingdom is that the shop owners are foppish sorts who insist that you coordinate your weapons and armor with meticulous care—and will dismiss your current wardrobe with the haughty air of Joan Collins on Oscar night. Even so, Forever Kingdom still possesses the same mystery and intrigue you'd expect from an old-school RPG, complete with a complex storyline and the gradual discovery of a shared destiny.





## GENMA ONIMUSHA

Capcom • February • 1 Player



Genma Onimusha is an upgraded version of the original game which was released on the PlayStation 2 last year. Onimusha was hailed by critics for its award-winning cinematic, with an opening battle scene reminiscent of the scope and beauty of an Akira Kurosawa film. Now the tale of the samurai hero Samanosuke (otherwise known as Takashi Kaneshiro, a popular Japanese actor who the character was modeled after) is being released on the Xbox. In the game's enhanced battle system, Samanosuke and his enemies engage in "Soul Rope-Pulling," forcing the hero to struggle with demonic warriors also intent on capturing the souls released during battle (a dimension not present in the original). As these enemies successfully steal souls away from the hero, they will become exponentially more powerful, though they will also drop an increased number of souls when they are struck down. Samanosuke himself has a new move called a "Burst Attack," a spectacular charge attack that will devastate his undead foes as it captures their souls. This technique should prove useful as he battles some never-before-seen enemies, including a demonic porcelain doll. There are new costumes, areas and cinematic scenes as well, all of them adding to the visual splendor of the darkly ethereal landscape of the game. Although Genma Onimusha is not a true sequel to the original, Xbox owners should jump at the chance to play what most PlayStation 2 owners yearned for after finishing the first Onimusha, a longer version of the game.



## SONIC ADVENTURE 2: BATTLE

Sega • February • 1-4 Players



Sonic finally makes it to the GameCube! Although much of the game will be exactly the same as the Dreamcast version, the GameCube version will have a lot more multiplayer options—hence

the name Sonic Adventure 2: Battle. The multiplayer games will have several different races and a ton of mini-games to choose from. Additional characters who don't appear in the Dreamcast game will also be selectable in the multiplayer modes, like Chaos and even Mecha Sonic! Another option that the Dreamcast version lacked is the ability to transfer Chao information from the GameCube to Sonic Advance on the Game Boy Advance. Using a special cable that links the GBA to the GameCube, players can store their Chao and continue to raise them on the GBA. The GameCube version outlines the Dreamcast version in many ways, but what makes the game important is the historical significance of Sonic appearing on a Nintendo machine!



## NEED FOR SPEED: HOT PURSUIT 2

EA • 2nd Quarter • 1-2 Players



Need for Speed: Hot Pursuit 2 is the follow-up to Need for Speed: Hot Pursuit, which was released for the original PlayStation. The new game brings back the intense car-chase action that made Hot Pursuit stand out as the most popular game of the long-running Need for Speed series. Race over 20 different licensed sports cars like Ferrari, Porsche, Lamborghini and more. Run from the screaming sirens as you plow through 12 courses, each with its own extreme weather conditions. The cops in Hot Pursuit 2 will have individual personalities and driving styles, so you'll begin to get familiar with the local law enforcement. Need for Speed: Hot Pursuit 2 is scheduled to be released sometime this Spring.



## RUN LIKE HELL

Interplay • March • 1 Player

UPDATE!



Some of us think of David Gilmour's groovy picking sound on a Fender Stratocaster through a delay pedal on Pink Floyd's *The Wall* when they hear the words "run like hell," but we think of Interplay's upcoming alien action thriller on the PlayStation 2! Here are a few new pictures of Run Like Hell as we



get closer to the game's release. This horror game features the voice of actor Lance Hendrickson, and anything featuring Hendrickson's grumpy voice is cool with us (OK, maybe Stone Cold was a little bit of a stretch). In Run Like Hell it's just you against the aliens—those are pretty good odds!

## THE KING OF FIGHTERS EX: NEO-BLOOD

SNES • 1st Quarter • 1 Player

The rowdy bunch from the *King of Fighters* series squeezes into the Game Boy Advance for a little handheld combat! The *King of Fighters EX: Neo-Blood* for the Game Boy Advance is an original game for the GBA and not a mere port of one of the KOF games for the NeoGeo. All the KOF favorites are here: Andy, Terry, Mai, King, Choi, Leona and more! The game will support the link cable for head-to-head action. There is a special *The King of Fighters EX Neo-Blood* package in Japan that comes with a limited-edition black KOF Game Boy Advance. Unfortunately, we're only going to get the game here in the U.S. You can always spray-paint your GBA.



## THE HOUSE OF THE DEAD PINBALL

THQ • P. Available in 2002 • 1 Player



Just when you thought that *The Typing of the Dead* was silly enough, Sega announces *The House of the Dead Pinball* for the Game Boy Advance. Inspired by the arcade gun-shooting game, *The House of the Dead*



Pinball transforms the eerie zombie-nidden world into a table-top pinball game. From what we've seen, the game is very reminiscent of *Devil's Crush* for the TurboGrafx-16 system (also known as *Dragon's Fury* on the Sega Genesis). There will be some unique game-play elements where you get to save hapless citizens from zombies with a pinball. The game is still in early development and will be published by THQ.



## SHANTAE

Capcom • February • 1 Player



The Game Boy Color still has a huge and ever-expanding library of quality titles for your portable pleasure, with *Shantae*, a side-scrolling adventure game from Capcom, the newest addition to the list. Developer Wayforward Technologies has given *Shantae* and her many enemies the smooth, beautifully detailed character animation that the company demonstrated in GBC games like *Xtreme Sports* and *Subrina: The Animated Series*. *Shantae* uses her whip-like hair, magic and basic ingenuity to maneuver through hostile enemies, traps and varied landscapes during her battle against the sexy but hostile (female) pirate Rusty Boots. She also excels in the art of bellydancing, a skill she can use in various dance halls to earn money. It's also a useful battle tool, since some of her dances help her transform into different types of animals! Inside the dance halls, *Shantae* must practice her dance moves to master

more complex techniques, matching rhythms with arrows and buttons that scroll past with a rapidity reminiscent of a *Beatmania* title. In addition, playing *Shantae* on the Game Boy Advance will reveal enhancements including a secret area.

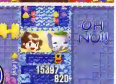


## PUYO POP

THQ • Available Now • 1-4 Players



Fans of *Puyo Puyo* can rejoice with the arrival of *Puyo Pop* for the Game Boy Advance. The game allows you to challenge the computer or link up to four players for an all-out showdown! If you're wondering why these Sega games have the THQ logo on them, you should know that THQ and Sega just signed a deal where THQ will publish all of Sega's



GBA games through the year 2003. *Sonic Advance*, *Columns Crown* and *Puyo Pop* are the first games to be released under this new deal. Sega is just everywhere these days!

# GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.\*

## PLAYSTATION FEBRUARY

Dodge Ball (Ageia)  
Free Wheelie! USA (Juli Soft)  
Largo Winch (Juli Soft)  
Peter Pan: Return to Never Never Land (Sony)  
**MARCH**  
Bar in the Big Blue House (Juli Soft)  
Destiny's Laboratory: Mandar (BAMI)

## PLAYSTATION 2 FEBRUARY

Barbarian (Titus)  
Cantor's Palace (Rockstar)  
Commandos 2 (Eidos)  
ESPN NBA 2K3 (Konami)  
Evil Twin (Juli Soft)  
Forever Kingdom (Ageia)  
Hardy Hardy (Eidos)  
Hidden Invasion (Conspiracy)  
Jekyll & Hyde (Dreamcatcher)  
Mazuma (Capcom)  
Medal of Honor Frontline (EA)  
Mega Race 3 (Dreamcatcher)  
Mobile Suit Gundam: Zeon Front (Bandai)  
Monsters, Inc. (Sony)  
No One Lives Forever (Sierra)  
Pach-Man World 2 (Namco)  
Pirates of Skull Cove (EA)  
Run Like Hell (Interplay)  
SOCOM: Navy Seals (Sony)  
Star Trek: Shattered Universe (Interplay)  
Star Wars: Bounty Hunter (LucasArts)  
Stuntman (Infogrames)  
Top Angler (Infogrames)  
Trophy Race 2 (Sierra)  
Virtual Fighter 4 (Sega)  
Woody Woodpecker (Dreamcatcher)  
World Tour Soccer 2002 (Sony)  
Wolves Blast (Juli Soft)  
Zorro (Dreamcatcher)

## MARCH

Ali Ranger (BAMI)  
All-Star Baseball 2003 (Activision)  
Army Men RTS (3DO)  
Blood Omen 2 (Eidos)  
Britney's Dance Beat (THQ)  
Conflict Zone (Juli Soft)  
Duke Nukem (Rockstar)  
Eve of Extinction (Eidos)  
G.T.: Returns to the Green Planet (New Kid Co.)  
Freestyle (EA)  
HQ Overdrive (Crave)  
Hot Shots Golf 3 (Sony)  
Jenny Holmstrom: Boy Genius (THQ)  
Jurassic Park III: Survival (Universal)  
Killer's Pro Surfer (Activision)  
King of the Hill (Ageia)  
Knockout Kings 2002 (EA Sports)  
The Last Crown  
Max Hoffman's Pro BIK (Activision)  
Medal of Honor: Frontline (EA)  
Megapace 3 (Dreamcatcher)  
MLB 2003 (Sony)  
Monster Jam: Maximum Destruction (Juli Soft)  
MTV Fulltime (Take 2)  
Need for Speed: Hot Pursuit 2 (EA)  
Powerpuff Girls (BAMI)  
Prisoner of War (Codemasters)  
Pyrus: The Dark Unleashed (THQ)  
Rally Simulation (Juli Soft)  
Rayman M (Juli Soft)  
Shredders (3DO)  
The Simpsons Skateboarding (EA)

Steel Storm 2 (EA)  
Star Wars: Jedi Starfighter (LucasArts)  
Stuntman (Infogrames)  
Tekken 4 (Namco)  
Tiger Woods PGA Tour 2002 (EA Sports)  
Tom & Jerry: Big Boss (New Kid Co.)  
Tomb Raider: The Last Revelation (Infogrames)  
Triple Play 2003 (EA Sports)  
UFC Throwdown (Crave)  
The Wheelman UK (Activision)  
World of Outlaw: Sprint Cars (Infogrames)  
**MARCH**  
Adrenal: Colonial Marines (EA)  
Barbarian (Titus)  
NBA ShootOut 2002 (Sony)  
NFL FaceOff 2002 (Sony)  
SOCOM: U.S. Navy Seal (Sony)

## MAY

Armada 2 (Metro 3D)  
Final Fantasy XI (Square/EA)  
Spider-Man: The Movie (Activision)  
Top Drive (Infogrames)  
**JUNE**  
Downforce (Titus)  
Legion: The Legend of Excalibur (Midway)

## POSSIBLE IN 2003

Armored Core 3 (Ageia)  
Blade 2 (Activision)  
Bloodlines (Midway)  
Dead to Rights (Namco)  
Defender (Midway)  
Dr. Mario (Midway)  
Garry Games: Bink, Street, Vert, Dri (Midway)  
Kongo: Master of the Bushido 2 (Crave)  
Kingdom Hearts (Square/EA)  
The Matrix (Interplay)  
Mortal Kombat 5 (Midway)  
NBA Ballers (Midway)  
Onimusha 2 (Capcom)  
Red Card Soccer (Capcom)  
Space Channel 5: Part 2 (Sega)  
The Thing (Universal)  
TimesSplitters 2 (Eidos)  
Vibron (Interplay)  
WipeOut Fusion (Sony)

## XBOX FEBRUARY

Ballistic (Infogrames)  
Circus Maximus (Eidos)  
The Elder Scrolls III: Morrowind (Bethesda)  
God Vengeance (Sega)  
Jet Set Radio Future (Sega)  
Maximum Chase (Allo Alcott)  
Medal of Honor: Allied Assault (EA)  
New Legends (THQ)  
Smashing Drive (Namco)  
Tears to Worlds (THQ)  
Tomb Raider: The Last Revelation (Infogrames)  
Wireless (Activision)  
WWF Raw (THQ)

## MARCH

All-Star Baseball 2003 (Activision)  
Blood Omen 2 (Eidos)  
Buffy the Vampire Slayer (Fox)  
WWF MSL Extreme Time (Konami)  
ESPN Winter X Games Snowcross (Konami)  
God Vengeance (Sega)  
Himans 2 (Eidos)  
The House of the Dead 3 (Sega)  
Hunters: The Reckoning (Interplay)  
Knockout Kings 2002 (EA Sports)  
Laws: The Fight for Peace (Infogrames)  
NBA 2K3 (Sony)

Kase Hacken (Eidos)  
Rayman M (Juli Soft)  
Sega GT 2002 (Sega)  
Shayle: Monsters vs. Humans (Metro 3D)  
Spy Hunter (Midway)  
Top Drive (Infogrames)  
Tony Hawk's Pro Skater 3 (Activision)  
Tom Clancy's Ghost Recon (Juli Soft)  
Triple Play 2003 (EA Sports)  
Unreal Championship (Infogrames)

## POSSIBLE IN 2003

Armada 2 (Metro 3D)  
Back Pod (THQ)  
Bloodlines (Midway)  
Commandos 2 (Eidos)  
Defender (Midway)  
Dr. Mario (Midway)  
Evidens (Conspiracy)  
Freestyle Flyers (Midway)  
Garry Games: Bink, Street, Vert, Dri (Midway)  
Jockle Chan Adventures (Eidos)  
Legion: The Legend of Excalibur (Midway)  
Malice (Angerart)  
Max Hoffman's Pro BIK (Activision)  
The Matrix (Interplay)  
Mika Tyson Boxing (Codemasters)  
Mortal Kombat 5 (Midway)  
Pro Race Driver (Codemasters)  
Red Card Soccer (Midway)  
Shrek 2 (Sega)  
Spider-Man: The Movie (Activision)  
The Thing (Universal)  
TimesSplitters 2 (Eidos)  
Wave Rider (Eidos)

## GAMECUBE FEBRUARY

All-Star Baseball 2003 (Activision)  
Dark Samurai (THQ)  
Eternal Darkness (Nintendo)  
Jenny Holmstrom: Boy Genius (THQ)  
Phantasy Star Online 2 (Sega)  
Sonic Adventure 2: Battle (Sega)  
Smashing Drive (Namco)

## MARCH

Back Pod (THQ)  
Evidens: Dark Tomorrow (Konami)  
Bloody Roar: Primal Fury (Activision)  
Gulliver: Island of Mystery (EA)  
Jensen Bond 007 in Agent Under Fire (EA)  
Legends of Wrestling (Activision)  
MX 2003 featuring Ricky Carmichael (THQ)  
NBA Street (EA)  
Pac-Man World 2 (Namco)  
Spy Hunter (Midway)  
Star Fox Adventures: Smoother Planet (Nintendo)  
Tetra Works (THQ)  
Virtual Striker 3 (Sega)  
WWF Wrestling 2002 (THQ)

## APRIL

BMX Extreme (THQ)  
Jenny Holmstrom: Boy Genius (THQ)  
NBA 2K3 (Sega)  
**POSSIBLE IN 2003**  
Armadillo (Midway)  
Bloodlines (Midway)  
Defender (Midway)  
Disney's Mickey Mouse (Nintendo)  
Donkey Kong Racing (Nintendo)  
Doom: The Giant (Nintendo)  
Dr. Mario (Midway)  
Freestyle Flyers (Midway)  
Garry Games: Bink, Street, Vert, Dri (Midway)  
Kase: Elements of Power (Nintendo)

The Legend of Zelda (Nintendo)  
Mario Sunshine (Nintendo)  
Metroid Prime (Nintendo)  
MLB Slugfest (Midway)  
Mortal Kombat 5 (Midway)  
Resident Evil (Nintendo)  
Red Card Soccer (Midway)  
Resident Evil (Nintendo)  
Reno (Ageia)  
Spider-Man: The Movie (Activision)  
Soul Calibur 3 (Namco)  
Tonic Revolution (Activision)

## GAME BOY COLOR FEBRUARY

3D Pool: All Stars (Titus)  
Fish Files (Titus)  
The New Addams Family (Titus)  
Hercules: The Legendary Journeys (Titus)  
RoboCop (THQ)  
Yu-Gi-Oh! Dark Duel (Konami)

## MARCH

Bar in the Big Blue House (Juli Soft)  
E.T.: Cosmic Garden (New Kid Co.)  
E.T.: Digital Planet (New Kid Co.)

## GAME BOY ADVANCE FEBRUARY

Aerial Aces (Midway)  
An American Tail: Fievel's Gold Rush (Conspiracy)  
Barbarian (Titus)  
Casper (Titus)  
Colonnas Crown (THQ)  
Destruction Advance (Infogrames)  
Duke Nukem (Take 2)  
ESPN International Winter Sports 2002 (Konami)  
Jenny Holmstrom: Boy Genius (THQ)  
The Land Before Time (Conspiracy)  
NBA JAM 2002 (Activision)  
Monster Jam: Maximum Destruction (Juli Soft)  
Moto GP (THQ)  
Paddy & Kathy (Crave)  
Power Pro Tennis (Konami)  
RoboCop (Titus)  
Sonic: The Hedgehog Advance (THQ)  
Super Mario Advance 2 (Nintendo)  
Top Gun (Titus)  
Worms Blast (Juli Soft)  
Zone of the Enders: 2177 Testament (Konami)

## MARCH

Atari Anniversary Advance (Infogrames)  
Britney's Dance Beat (THQ)  
Broken Sword: Shadow of the Templars (BAMI)  
CUBE (Juli Soft)  
Crash Bandicoot: The Big Adventure (Universal)  
Disney's Jungle Book (Juli Soft)  
Disney's Tarzan (Juli Soft)  
Dragon Ball Z: Legacy of Goku (Infogrames)  
Ego Mania (Konami)  
Gears of War: The Last Days of War (Eidos)  
The House of the Dead: Final (Sega)  
King of Fighters EX-2003 (Sammy)  
Major League Baseball (THQ)  
Motorcross Madness Advance (Konami)  
No Red (TDK)  
Planet of the Apes (Juli Soft)  
Rainbow Star: Boy Genius (Juli Soft)  
Ripping Friends (THQ)  
Search Pack (THQ)  
Smuggler's Run (Destination Software)  
Space Invaders (Activision)  
Street Fighter Alpha 3 (Capcom)  
Tony Hawk's Pro Skater 3 (Activision)



**TWN300**—Play as a blue and orange Valkyrie with a bloody scythe  
**AYAS55**—Play as a Japanese schoolgirl  
**CEL721**—Play as a cheerleader  
**CA5400**—Play as a special Warner  
**NTN200**—Play as a General  
**RAT333**—Play as a Warner rat  
**GARM99**—Play as a bald Wizard  
**GARM00**—Play as a Wizard with a dark cloak  
**DES790**—Play as a Wizard in desert garb  
**SKY100**—Play as a green alien  
**SUM212**—Play as Summer

## SPADASHI BAHN N

**All Power-ups**  
 At any time during gameplay, press **START** to pause the game, then enter any of the codes below. Each one will take effect immediately after pressing **START** again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 4 + the number of stages you've cleared in your current game.  
**All Power-ups plus Laser**—Press Up, Down, Down, Left, Right, Left, Right, X  
**All Power-ups plus Double**—Press Up, Down, Down, Left, Right, Left, Right, L, A

## SHUGO THE AUTO B

**Secret Codes**  
 Enter any of the following codes during gameplay. You'll hear a special sound effect after correctly entering each one:  
 100 Health—R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up  
 100 Armor—R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up  
 All Weapons—R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up  
 25% Money—R2, R2, L1, Left, Down, Right, Up, Left, Down, Right, Up  
 Lower Worned Level—R2, R2, L1, R2, Up, Down, Up, Down, Up, Down  
 Raise Worned Level—R2, R2, L1, R2, Left, Right, Left, Right, Left, Right  
 All Cars Explode—L2, R2, L1, L2, R2, L2, A, L2, A, L2, L1  
 Better Steering—R1, L1, R2, L1, Left, R1, R1, A  
 Tank—O, O, O, O, O, O, O, R1, L2, L1, A, O, A  
 Fog—L1, L2, R1, R2, R2, R2, L2, X  
 Rain—L1, L2, R1, R2, R2, R2, L2, O  
 Cloudy sky—L1, L2, R1, R2, R2, R2, L2, O  
 Clear sky—L1, L2, R1, R2, R2, R2, L2, O  
 Speed up time—O, O, O, L1, L1, L1, L1, L1, A, O, A  
 Alternate costume—Right, Down, Left, Up, L1, L2, Up, Left, Down, Right  
 Pedestrians not—Down, Up, Left, Up, X, R1, R2, L2, L1  
 Pedestrians not more—R2, R1, A, X, L2, L1, Up, Down

## SURTY GEAR X

**Unlock Dizzy & Restaurant**  
 At the title screen, when the words "Press Start!" appear, press **Down, Right, Right, Up, START**. You'll hear a special sound effect after entering the code correctly.

## SHOCKTOP KINGS 1001

**Secret Codes**  
 Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters.  
**M E C C A**—Unlock Ashy Knucks  
**M R E A R Y**—Unlock Barry Sanders  
**J G I A M B I**—Unlock Jason Gombi

**J R S E A U**—Unlock Junior Saso  
**O W N O L A N**—Unlock Owen Nolan  
**S T E V E U**—Unlock Steve Francis  
**Z I T U**—Unlock Chuck Zito  
**J B O T T**—Unlock John Bött  
**D M A R T**—Unlock David De Martini  
**B A I L E Y**—Unlock Joe Mesi  
**A U S T I N**—Unlock Ray Austin  
**H A T C H E R**—Unlock Charles Hatcher  
**B O S T I C E**—Unlock David Bostice  
**O S U N A**—Unlock Bernardo Osuna  
**N E L S O N**—Unlock Trevor Nelson

## THE MARCH OF HOURS

**Secret Codes**  
 At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the codes below as your name. You'll hear a special sound effect after entering a correct code.  
**N U M B A T**—Unlock All Championships  
**S P E E D Y**—Unlock all tracks  
**A C O**—Unlock all cars

## INDIE 2: AFAMAGOGH

**Alternate Camera View**  
 At any time during gameplay, press **START** to pause, then hold L2 + R2 and press O, X, O, X. When you press **START** again to return to the game, the camera will change position.

## SHUGO THE AUTO B

**Unlock Snuggler's Run Buggy**  
 First, you must start the game with a memory card containing a save file from Snuggler's Run. Next, at the "Vehicle Select" screen, the Snuggler's Run Buggy will appear in the menu of cars to the left of the Taxi Cab.

## SHUGO THE AUTO B

**Unlock All Tracks**  
 At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the Entry Form. Enter "BATA" as your name and select "Done." At the following screen, press A repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked.

## SHUGO THE AUTO B

**"Hardcore" Analysis**  
 At the main menu, press Up, Down, Left, Right, L1, Up, Down. You'll hear a special sound effect if you entered it correctly. Now enter Championship mode, a new option called "Hardcore" will be available under the "Realism" category.

## SHUGO THE AUTO B

**Random Mode**  
 At the main menu, select "Single Race." Next, at the "Race Day" screen, press Up, Down, Left, Right, R1, Down, Up. If you entered the code correctly, the race will immediately begin. Now you can shoot tires from the front of your car by pressing Up during the race.

## SHUGO THE AUTO B

**Match-Up Screen Codes**  
 At the match-up screen just before the tip-off—when the announcer says "Today's match up..."—enter any of the following codes to give different abilities and power-ups. Each code consists of three numbers and a direction, the numbers represent the number of times you need to push the L, X and O buttons (from left to right) to change the symbol at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To

enter the "Infinite Turbo" code (3-1-2-Up), press the O button three times, the X button once and the O button twice, then press the D-pad or joystick Up. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "signed" to (asterisked by all players) in order for them to take effect. You can also enter the second number in each code by pressing the A button instead of X.  
 3-1-2-Up—Infinite turbo  
 4-4-4-Left—No goalkeeping  
 2-2-2-Right—No fouls  
 9-1-0-Down—Show shot %  
 9-1-0-Down—Show shot %  
 3-0-1-Up—No hotspots  
 1-2-1-Left—Granny shots  
 3-2-0-Left—Street court  
 0-2-3-Left—Beach court  
 1-1-1-Right—AGA ball  
 0-2-6-Right—Away uniform  
 0-1-6-Right—Home uniform  
 3-0-6-Right—Big heads  
 5-4-3-Left—Tiny players  
 3-0-6-Left—Tiny heads

## WHL 2001

**Hidden Players**  
 At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again under "General Information," change this new player's first and last names to any of the names below if you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt, press X and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player.  
**ED BELFOUR**  
**ROB BLAKE**  
**DALE BURKE**  
**PETER CUNNEY**  
**DOMINIK HASEK**  
**JAROMIR JAGER**  
**OLAF KOLZIG**  
**JEAN-FRANCOIS LABBE**  
**NICKLAS LIDSTROM**  
**OWEN NOLAN**  
**SANDS ODOMINH**  
**CHRIS PROWSE**  
**DALE PUNTON**  
**PATRICK ROY**  
**GARTH SNOW**  
**KEITH TUCKER**  
**TERRY VIRTUE**  
**JOHAN WITTHAL**  
**STEVE YZERMAN**

## WHL 2001-02

**Secret Codes**  
 At the versus screen just before the game starts—while the announcer is saying "Tonight, from..."—enter the following codes by pressing L, A, and O followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press O once, A two times and O once, then press Left on the D-pad. A message will appear to confirm each code.  
 Input more codes—3-3-3-Right  
 Ignore last code—0-1-0-Down  
 Infinite Turbo—1-1-3-Right  
 Rain—1-4-5-Left  
 Snow—1-2-1-Left  
 Big puck—3-2-1-Left  
 Huge puck—3-2-1-Up  
 Bulldozer puck—2-1-2-Left  
 Hockey ball—1-3-3-Left  
 Tennis ball—1-3-2-Down  
 Big head player—2-0-0-Right  
 Huge head player—3-0-0-Right  
 Big head team—2-2-0-Left

**Huge head team—3-3-0-Left**  
**Pinball boards—4-2-3-Right**  
**Domino effect—0-1-2-Right**  
**Always big hit—2-3-0-Down**  
**Hitz—1-0-0-Right**  
**Late Hits—1-0-1-Down**  
**No crowd—2-1-0-Right**  
**No puck out of play—1-1-3-Down**  
**No one-fines—2-1-1-Left**  
**Show Hot Spot—2-0-1-Up**  
**Show shot speed—1-4-1-Up**  
**Turbo boost—0-0-2-Up**  
**Win lights for goals—2-0-2-Left**  
 First to seven wins—2-2-3-Left

## ONE

**Cheat Codes**  
 At any time during gameplay, press **SELECT** to enter the data menu. Next, move the cursor to "Help." Now enter any of the codes below, then press **SELECT** again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The L3 and R3 buttons are ignored by pushing the left and right analog joysticks into the controller until you hear a click.  
 Invincibility—L2, L1, L2, L1, O, R3, L3, R3  
 O Infinite current ammunition—L2, L1, L2, L1, O, L2, L1, L3  
 Stop current stage—L2, L1, L2, L1, O, L1, L3, R3, L1  
 Refill ballistic ammo, energy cells and holy spray—L2, L1, L2, L1, O, O, O, O, O, R3  
 Phase cloak—L2, L1, L2, L1, O, O, L1, R3, L2, L1  
 Knock enemies down in one punch or kick—L2, L1, L2, L1, O, O, R3, L2, L1, O  
 Kill enemies with one punch or kick—L2, L1, L2, L1, O, O, L3, R3, O, O  
 Big head—L2, L1, L2, L1, O, O, START, O  
 O START  
 Tiny body—L2, L1, L2, L1, O, O, L3, R3, L1, O  
 Giant body—L2, L1, L2, L1, O, O, R3, L1, O, L3  
 O L3  
 Transform into a different character—L2, L1, L2, L1, O, L1, L2, L1, L2, L1 (continue to press L2 repeatedly to change into many different characters)

## PORTAL RUNNER

**Restore All Health**  
 At any time during gameplay, press **START** to pause the game, then hold L2 and press O, O, L1, L1, R2, R1, Up, O. You'll hear a special sound effect upon entering it correctly.  
**Unlock All Moves and Extras**  
 At the main menu, hold L1 and press Left, Right, Left, Down, Up, Down, R1, O, R2. Now the Moves and Extras menu will be accessible at the Options menu.

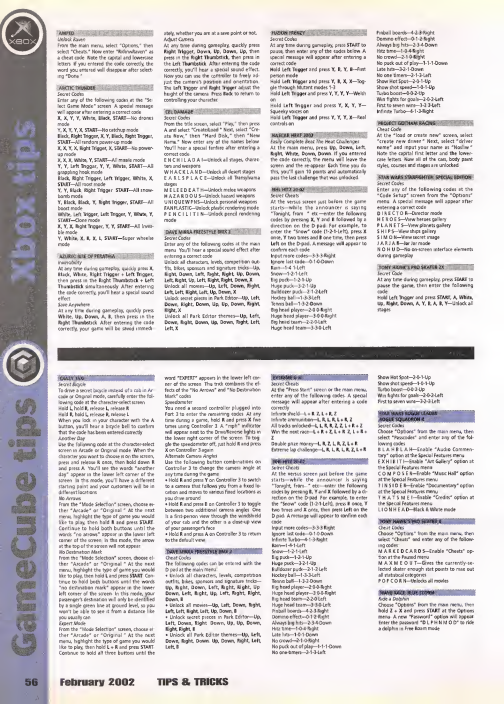
## ONLINE 2: REVOLUTION

**Level Skip**  
 At any time during gameplay, hold L1 + R1 + R2 + SELECT and press X, O, L2, X, O, L2. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.  
**ARMYMAN 2: REVOLUTION**  
**Secret Bonus Levels After**  
 At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanism." Now hold L1 + R1 and quickly press L2, R2, L2, R2, R2. If you entered the code correctly, a new "Bonus Levels" menu will appear.  
**Secret Cheat Menu**  
 At any time during gameplay, press **START** to pause the game. Next, select









#### AMINO

**Unfold Cobra**  
From the main menu, select "Options," then select "Cheats." Now enter "Molotovchevy" as a cheat code. Rate the capital and lowercase letters if you entered the code correctly, the word you entered will disappear after selecting "Done."

#### ASTRO CHUNDER

**Secret Codes**  
Enter any of the following codes in the "Select Game Mode" screen. A special message will appear after entering a correct code.

X, X, Y, Y, White, Black, START—No sound mode  
Y, X, X, Y, X, START—No outcrop mode  
Black, Right Trigger, X, Y, Black, Right Trigger, START—All random power-up mode  
X, X, Y, X, Right Trigger, X, START—No power-up mode  
X, X, X, White, Y, START—All main mode  
Y, Y, Left Trigger, Y, Y, White, START—All grappling hook mode  
Black, Right Trigger, Left Trigger, White, X, START—All road mode  
Y, Y, Black, Right Trigger, START—All snowboard mode  
Y, Black, Black, Right Trigger, START—All boat mode  
White, Left Trigger, Left Trigger, Y, White, Y, START—Close mode  
X, Y, X, Right Trigger, Y, Y, START—All invisible mode  
Y, White, X, X, X, L, START—Super wheelie mode

#### AUDIBLE EFFECTS

**Unfold Cobra**  
At any time during gameplay, quickly press X, Black, White, Right Trigger, Left Trigger, then press in the Right Thumbstick + Left Thumbstick simultaneously. After entering the code correctly, you'll hear a special sound effect.

**Unfold Cobra**  
At any time during gameplay, quickly press White, Up, Down, A, B, then press in the Right Thumbstick. After entering the code correctly, your game will be saved immediately.

#### GLORY RING

**Secret Code**  
To draw a secret badge instead of a coin in Arcade or Original mode, carefully enter the following code at the character-select screen: hold R, hold R, release R, hold R, hold R, release R, release L. When you look at your character with the A button, you'll have a badge belt to confirm that the code has been entered correctly. Another day, use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release R, then hold down R and press A. You'll see the words "Another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your costumes will be in different locations.

**No Annals**  
From the "Molotovchevy" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold B and press START. Continue to hold both buttons until the words "no annals" appear in the lower left corner of the screen. In this mode, the score at the top of the screen will not appear.

**No Destination Menu**  
From the "Molotovchevy" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L and press START. Continue to hold both buttons until the words "no destination menu" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you can in other modes.

**Expert Mode**  
From the "Molotovchevy" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L + R and press START. Continue to hold both buttons until the

word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Annals" and "No Destination Menu" codes.  
**Speedmaster**  
You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold R and press X five times using Controller 3. A "mph" indicator will appear next to the Dreamweaver lights in the lower left corner of the screen. To toggle the speedometer off, just hold R and press X on Controller 3 again.

**Unfold Cobra**  
At any time during gameplay, quickly press Right Trigger, Down, Up, Down, Up, then press in the Right Thumbstick, then press in the Left Thumbstick. After entering the code correctly, you'll hear a special sound effect. Now you can use the controller to freely adjust the camera's position and orientation. The Left Trigger and Right Trigger adjust the height of the camera. Press Back to return to controlling your character.

**Unfold Cobra**  
From the title screen, select "Play," then press A and select "Gratified." Next, select "Create name," then "Hard Rock," then "New Name." Now enter any of the names below. A special message will appear after entering a correct code.

ENCRILAO A—Unlock all stages, chase cars and weapons  
WJHCELAID—Unlock all secret stages  
EALSLPLACI—Unlock all Transylvania stages

LEEDCDA—Unlock music weapons  
NACDCEW—Unlock personal weapons  
PANKPLASTIC—Unlock plastic rendering mode  
PENCILITIN—Unlock generic rendering mode

**DAVE NINJA FREESTYLE MIX 2**  
**Secret Codes**  
Enter any of the following codes if the main menu. You'll hear a special sound effect after entering a correct code.  
Unlock all characters, levels, competition outfits, bikes, sponsors and signature items—Up, Right, Down, Left, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, X. Unlock all moves—Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, X. Unlock secret passes in Park Editor—Up, Left, Down, Right, Down, Up, Down, Right, Left, X. Unlock all Park Editor themes—Up, Left, Down, Right, Down, Up, Down, Right, Left, X.

**DAVE NINJA FREESTYLE MIX 2**  
**Secret Codes**  
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.  
Unlock all characters, levels, competition outfits, bikes, sponsors and signature items—Up, Right, Down, Left, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, X. Unlock all moves—Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, X. Unlock secret passes in Park Editor—Up, Left, Down, Right, Down, Up, Down, Right, Left, X. Unlock all Park Editor themes—Up, Left, Down, Right, Down, Up, Down, Right, Left, X.

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**DAVE NINJA FREESTYLE MIX 2**  
**Secret Codes**  
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.  
Unlock all characters, levels, competition outfits, bikes, sponsors and signature items—Up, Right, Down, Left, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, X. Unlock all moves—Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, X. Unlock secret passes in Park Editor—Up, Left, Down, Right, Down, Up, Down, Right, Left, X. Unlock all Park Editor themes—Up, Left, Down, Right, Down, Up, Down, Right, Left, X.

#### INFINITI RACING

**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, B—Fast game mode  
Hold Left Trigger and press Y, X, X, Y—Toggle through mutant modes—Y, B  
Hold Left Trigger and press Y, X, Y, Y—Weigh on  
Hold Left Trigger and press Y, X, Y, Y—Squishy wheels on  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

#### INFINITI RACING

**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on

**INFINITI RACING**  
**Secret Codes**  
At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a correct code.  
Hold Left Trigger and press Y, X, Y, X, B—Real controls on























## Extra Multiplayer Codes

### Cheat Codes

Enter any of the codes below at the title screen for the words "Free Start" are flash ing. You'll hear a special sound effect after entering a correct code.

- 1) First Person Mode—Down, Down, A, Z, Z, Left, A
- 2) Action Values Mode—Down, Down, A, Z, Z, Left, A
- 3) Start with infinite ammo 30-30—CR, CR, CR, L, R
- 4) Start with infinite ammo Freezer—Down, Up, A, R, Z
- 5) Extra Multiplayer Characters Group 1—A, L, R, Left, R, Down, Up
- 6) Extra Multiplayer Characters Group 2—A, L, R, Left, A
- 7) Extra Multiplayer Characters Group 3—L, L, Up, Down, R, R, A
- 8) Extra Multiplayer Characters Group 4—R, R, R, Left, A
- 9) Extra Multiplayer Characters Group 5—Right, R, Left, A
- 10) Extra Multiplayer Characters Group 6—Up, Down, R, A, A, Left

### Unlocks Codes

#### Cheat Codes

From the main menu, hold L + CR + CR and press START if you expect the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below: Inevitably—A, O, W, E, R  
 Reliquary mode—L, U, R, I, D, E, R  
 Deep ride—I, M, G, O, R, E, R, D, W  
 Cold rider mode—A, O, T, C, O, L, S  
 All shows unlocked—F, R, I, C, K, S, T, E, R  
 Big head mode—L, A, M, B, L, A  
 Night rider mode—M, I, S, T, I, F, I, E, R  
 Master mode—F, A, D, A, V, A, A  
 Midget mode—M, I, D, N, I, G, H, T  
 Stunt banano—S, H, O, W, O, F, F  
 Pinhead mode—P, I, N, H, E, A, D  
 Play Hell Death backwards—H, E, E, F, E, E, S, E, E  
 "Seat Thrust" enabled—A, S, W, E, L, L, S  
 See team photo during "Credits" sequence—U, G, L, Y, M, U, G, S

## Extra Multiplayer Codes

### Cheat Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Driver" option, highlight "Driver Wilson" and press A. Next, highlight the "Edit Name" option and press A twice, the first letter of the driver's last name should be highlighted. Now use the D pad and/or joystick to change his last name to any of the following code words (important: You must press A when you are finished entering the name. If you press B, you will exit out of the "Edit Name" function and the driver's name will not be changed).  
 • Enter "MUSLIM" as the driver's last name, then exit to the title screen, you'll find a new option called "Safety."  
 • Enter "COSMET" as the driver's last name, then exit to the title screen, you'll find a new option called "Credits."  
 • Enter "MINDORA" as the driver's last name, then exit to the title screen. Choose "Start" select "Challenge" and highlight "File A." You'll see the words "Choclet Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, excluding the secret "Ultimate" challenge.  
 • Enter "KACATOJA" as the driver's last name, then exit to the title screen. Choose "Start," select "Exhibition," "Free Trial" as "3 Players" mode and select the "Choclet" menu; you'll find a new driver called "Rural" back that run through a Mexican village.  
 • Enter "CRIMINAL" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Slur Driver."  
 • Enter "PHILIP" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver."

### Cheat Codes

At the "Select Mode" screen, press L, Z, R, CR, CR, CR, START; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "7X" (up) and all of the vehicles in the game have been unlocked.  
 Shock Vehicles  
 At the "Select Machine" screen, press L + R + CR + CR, all of the available vehicles will show.

## Extra Multiplayer Codes

### Cheat Codes

At the Option menu, set the difficulty level to "Easy," then press Left 20 times, a "Very Easy" setting will appear. If you set the difficulty to "Very Easy" and press Right 20 times, a "Very Easy" setting will appear.

### Unlocks Codes

#### Cheat Codes

Each of the following codes works at the Arcade 64 title screen, while the words "Free Start" are going by in green letters. To deactivate a code you've entered, just input the same code again.  
 • Turbo Crazy Mode—R, R, R, Up, Left, Down, CR, CR  
 • Psychotic Mode—A, R, Left, Right, Down, CR, CR  
 • Wolfman Mode—L, L, R, Z, Left, Right, CR, CR  
 • Gave Mode—Z, Down, CR, CR, CR, CR, CR, CR  
 • Stealthy Mode—Up, Up, Up, Up, Right, Down, CR, CR  
 • Infinite Primary Weapon—A, R, Z, Right, CR, CR, CR  
 • Infinite Secondary Weapon—R, R, Z, Left, Left, CR, CR, CR  
 • Infinite Weapon Energy—L, Z, Left, Right, Down, Down, CR, CR  
 • Infinite Shields—A, R, L, Up, CR, CR, CR  
 • Infinite Shields—L, L, L, Z, Up, Down, CR, CR  
 • Kill Enemies with One Shot—R, R, R, L, R, Left, Down, Down  
 • Freeze Enemies—A, Z, Right, Right, CR, CR, CR, CR

### CR, CR

#### Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes using the C buttons:  
 Level unlock—CR, CR, CR, CR, CR, CR, CR, CR  
 Infinite lives—CR, CR, CR, CR, CR, CR, CR, CR  
 Infinite energy—CR, CR, CR, CR, CR, CR, CR, CR, CR, CR

## Extra Multiplayer Codes

### Cheat Codes

Now, enter all unlock/level up codes with the mouse, not the analog joystick, to Game Codes.  
 Enter the following codes at any time during gameplay. A message will appear at the lower left corner of the screen after entering a code.  
 • Inevitably  
 1) Hold L and press Down  
 2) Hold L and press CR  
 3) Hold R and press CR  
 4) Hold L and press Right  
 5) Hold L and press CR  
 6) Hold L and press CR  
 7) Hold L and press Right  
 8) Hold L and press Down  
 9) Hold L and press Left  
 10) Hold L and press CR  
 11) All Quits  
 12) Hold L + R and press Down  
 20) Hold L and press CR  
 40) Hold L and press CR  
 60) Hold L and press CR  
 80) Hold L and press CR  
 100) Hold L and press CR  
 • Maximum Ammo  
 1) Hold L and press CR  
 2) Hold L and press Up  
 3) Hold R and press Down  
 4) Hold L and press Down  
 5) Hold L and press CR  
 6) Hold L and press Left  
 7) Hold R and press Left  
 8) Hold L and press Up  
 9) Hold L + R and press Down  
 10) Hold L + R and press CR  
 11) Hold L + R and press CR  
 12) Hold L + R and press CR  
 13) Hold L + R and press CR  
 14) Hold L + R and press CR  
 15) Hold L + R and press CR  
 16) Hold L + R and press CR  
 17) Hold L + R and press CR  
 18) Hold L + R and press CR  
 19) Hold L + R and press CR  
 20) Hold L + R and press CR  
 21) Hold L + R and press CR  
 22) Hold L + R and press CR  
 23) Hold L + R and press CR  
 24) Hold L + R and press CR  
 25) Hold L + R and press CR  
 26) Hold L + R and press CR  
 27) Hold L + R and press CR  
 28) Hold L + R and press CR  
 29) Hold L + R and press CR  
 30) Hold L + R and press CR  
 31) Hold L + R and press CR  
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 34) Hold L + R and press CR  
 35) Hold L + R and press CR  
 36) Hold L + R and press CR  
 37) Hold L + R and press CR  
 38) Hold L + R and press CR  
 39) Hold L + R and press CR  
 40) Hold L + R and press CR  
 41) Hold L + R and press CR  
 42) Hold L + R and press CR  
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 88) Hold L + R and press CR  
 89) Hold L + R and press CR  
 90) Hold L + R and press CR  
 91) Hold L + R and press CR  
 92) Hold L + R and press CR  
 93) Hold L + R and press CR  
 94) Hold L + R and press CR  
 95) Hold L + R and press CR  
 96) Hold L + R and press CR  
 97) Hold L + R and press CR  
 98) Hold L + R and press CR  
 99) Hold L + R and press CR  
 100) Hold L + R and press CR

- 20) Hold L + R and press Left
- 40) Hold L + R and press Up
- 50) Hold R and press Up
- 60) Hold R and press CR
- 70) Hold R and press CR
- 80) Hold R and press CR
- 90) Hold L and press CR
- 10) Hold L + R and press Left
- 10) Hold R and press Right
- Inevitably (Multiplayer Only)
- 1) Hold L and press CR
- 2) Hold L + R and press CR
- 3) Hold R and press Up
- 4) Hold L and press CR
- 5) Hold R and press CR
- 6) Hold R and press CR
- 7) Hold L and press Right
- 8) Hold L + R and press CR
- 9) Hold L and press CR
- 10) Hold L and press Up
- 10) Hold L + R and press CR

### Stage Select Codes

From the main menu, enter these codes at the "Stage Select" screen. You'll hear a special sound effect after entering a correct code. Note that each of the following codes will only work if all the previous missions are unlocked. For example, in order to unlock all the missions from a new game, all of the codes must be entered in the order they appear.

### Unlocks Facility

- 1) Hold L + R and press CR
- 2) Hold L and press CR
- 3) Hold L and press Left
- 4) Hold R and press CR
- 5) Hold L and press Left
- 6) Hold R and press CR
- 7) Hold L and press CR
- 8) Hold R and press Right
- 9) Hold L + R and press CR
- 10) Hold L and press Right
- Unlocks Runway
- 1) Hold L + R and press Left
- 2) Hold R and press Left
- 3) Hold L and press CR
- 4) Hold L and press Left
- 5) Hold R and press CR
- 6) Hold R and press CR
- 7) Hold R and press CR
- 8) Hold R and press CR
- 9) Hold R and press CR
- 10) Hold R and press CR

### Unlocks Surface

- 1) Hold R and press CR
- 2) Hold L + R and press Left
- 3) Hold L and press Left
- 4) Hold R and press Up
- 5) Hold R and press CR
- 6) Hold R and press Left
- 7) Hold R and press CR
- 8) Hold R and press CR
- 9) Hold R and press CR
- 10) Hold L + R and press Down
- Unlocks Bunker
- 1) Hold L and press CR
- 2) Hold L and press Right
- 3) Hold L and press CR
- 4) Hold R and press Up
- 5) Hold L and press CR
- 6) Hold L + R and press Left
- 7) Hold R and press CR
- 8) Hold R and press CR
- 9) Hold R and press CR
- 10) Hold L and press CR

### Unlocks Info

- 1) Hold L and press CR
- 2) Hold L and press CR
- 3) Hold L and press Left
- 4) Hold R and press CR
- 5) Hold L + R and press CR
- 6) Hold L and press CR
- 7) Hold L and press CR
- 8) Hold R and press CR
- 9) Hold R and press CR
- 10) Hold R and press CR
- 11) Hold L and press CR
- 12) Hold L and press CR
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- 94) Hold L and press CR
- 95) Hold L and press CR
- 96) Hold L and press CR
- 97) Hold L and press CR
- 98) Hold L and press CR
- 99) Hold L and press CR
- 100) Hold L and press CR

### Unlocks Progress

- 1) Hold L and press CR
- 2) Hold L and press Down
- 3) Hold L + R and press CR
- 4) Hold R and press CR
- 5) Hold L and press CR
- 6) Hold L and press CR
- 7) Hold L and press CR
- 8) Hold L and press CR
- 9) Hold L and press CR
- 10) Hold L and press CR
- 11) Hold L and press CR
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- 91) Hold L and press CR
- 92) Hold L and press CR
- 93) Hold L and press CR
- 94) Hold L and press CR
- 95) Hold L and press CR
- 96) Hold L and press CR
- 97) Hold L and press CR
- 98) Hold L and press CR
- 99) Hold L and press CR
- 100) Hold L and press CR

## Unlocks Bunker II

- 1) Hold L and press Down
- 2) Hold R and press Down
- 3) Hold L + R and press CR
- 4) Hold L and press Left
- 5) Hold L + R and press Right
- 6) Hold L and press CR
- 7) Hold L + R and press CR
- 8) Hold L and press CR
- 9) Hold L and press CR
- 10) Hold L and press CR
- Unlocks Statue
- 1) Hold L + R and press CR
- 2) Hold L + R and press CR
- 3) Hold L and press Left
- 4) Hold L + R and press Right
- 5) Hold R and press Left
- 6) Hold R and press CR
- 7) Hold R and press CR
- 8) Hold R and press CR
- 9) Hold R and press CR
- 10) Hold R and press CR

## Unlocks Runway

- 1) Hold R and press Left
- 2) Hold L + R and press Up
- 3) Hold L + R and press CR
- 4) Hold L and press CR
- 5) Hold L + R and press CR
- 6) Hold L and press CR
- 7) Hold L and press CR
- 8) Hold L and press CR
- 9) Hold L and press CR
- 10) Hold L and press CR
- Unlocks Streets
- 1) Hold L + R and press CR
- 2) Hold L + R and press CR
- 3) Hold L and press CR
- 4) Hold L and press CR
- 5) Hold L and press CR
- 6) Hold L and press CR
- 7) Hold R and press Left
- 8) Hold R and press CR
- 9) Hold R and press CR
- 10) Hold R and press CR

## Unlocks Depot

- 1) Hold L and press Down
- 2) Hold L and press Down
- 3) Hold L and press CR
- 4) Hold L + R and press Right
- 5) Hold L and press CR
- 6) Hold L and press CR
- 7) Hold L and press CR
- 8) Hold L and press CR
- 9) Hold L and press CR
- 10) Hold L and press CR
- Unlocks Train
- 1) Hold L and press Left
- 2) Hold L and press CR
- 3) Hold L and press CR
- 4) Hold L + R and press Left
- 5) Hold L and press CR
- 6) Hold L and press CR
- 7) Hold L and press CR
- 8) Hold L and press CR
- 9) Hold L and press CR
- 10) Hold L and press CR

## Unlocks Jungle

- 1) Hold R and press CR
- 2) Hold R and press Left
- 3) Hold L + R and press Up
- 4) Hold R and press CR
- 5) Hold R and press CR
- 6) Hold R and press CR
- 7) Hold R and press CR
- 8) Hold R and press CR
- 9) Hold R and press CR
- 10) Hold L + R and press Left
- Unlocks Contrail
- 1) Hold L and press CR
- 2) Hold L and press CR
- 3) Hold L and press CR
- 4) Hold L and press CR
- 5) Hold L and press CR
- 6) Hold L and press CR
- 7) Hold L and press CR
- 8) Hold L and press CR
- 9) Hold L and press CR
- 10) Hold L and press CR

## Unlocks Camera

- 1) Hold L and press Down
- 2) Hold L and press CR
- 3) Hold L + R and press Up
- 4) Hold L and press CR
- 5) Hold L and press CR
- 6) Hold L and press CR
- 7) Hold L and press CR
- 8) Hold L and press CR
- 9) Hold L and press CR
- 10) Hold L and press CR
- Unlocks Grapple
- 1) Hold L + R and press CR
- 2) Hold L and press CR
- 3) Hold L and press CR
- 4) Hold L and press CR
- 5) Hold L and press CR
- 6) Hold L and press CR
- 7) Hold L and press CR
- 8) Hold L and press CR
- 9) Hold L and press CR
- 10) Hold L and press CR



7) Hold R and press Right  
8) Hold R and press CR  
9) Hold L and press CR  
10) Hold R and press Right  
• Unlock Keys  
1) Hold R and press CR  
2) Hold R and press Left  
3) Hold L and press Right  
4) Hold L + R and press CR  
5) Hold L and press Down  
6) Hold L + R and press CR  
7) Hold L and press Left  
8) Hold L + R and press CR  
9) Hold L + R and press Right  
10) Hold L and press CR

• Unlock Auto  
1) Hold L and press Up  
2) Hold L + R and press CR  
3) Hold L and press Down  
4) Hold R and press Right  
5) Hold R and press Up  
6) Hold L and press Down  
7) Hold L and press CR  
8) Hold L + R and press CR  
9) Hold L and press Left  
10) Hold L and press Left

Easy Cheat Options  
Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen. If you have not previously entered any of these cheats through a serial gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options.

• Fairplay  
1) Hold L and press Up  
2) Press CR  
3) Hold R and press Right  
4) Hold L + R and press CR  
5) Hold L and press Up  
6) Hold R and press CR  
7) Hold L and press CR  
8) Hold L + R and press Up  
9) Hold L + R and press CR  
10) Hold L and press CR  
• Invincibility  
1) Hold R and press Left  
2) Hold R and press Down  
3) Press Left  
4) Press Up  
5) Press Down  
6) Hold R and press CR  
7) Hold L and press Left  
8) Hold L + R and press Left  
9) Hold L + R and press Right  
10) Hold L and press CR

• CR Mode  
1) Hold L + R and press Up  
2) Press CR  
3) Hold R and press Right  
4) Hold R and press Up  
5) Press Up  
6) Hold R and press Right  
7) Press Up  
8) Hold L + R and press CR  
9) Hold L + R and press Down  
10) Hold L + R and press CR

• 2x Damage/Launcher  
1) Hold R and press Down  
2) Hold R and press Up  
3) Press Right  
4) Hold L + R and press Right  
5) Hold L and press Left  
7) Press Left  
8) Press Down  
9) Press Up  
10) Hold R and press CR

• 2x Rocket Launcher  
1) Hold R and press Right  
2) Hold L and press Up  
3) Press Down  
4) Press Down  
5) Hold R and press CR  
6) Hold L and press Down  
7) Hold L and press CR  
8) Hold L and press Up  
9) Hold L and press CR  
10) Hold L and press Up

• Turbo Mode  
1) Hold L and press Down  
2) Hold L and press CR  
3) Hold L and press Up  
4) Hold R and press Up  
5) Press Left  
6) Hold R and press Down  
7) Hold L and press CR  
8) Press Up  
9) Hold R and press Down  
10) Hold L and press Right

• No Radar [Multi]  
1) Hold R and press Up  
2) Press CR  
3) Press CR  
4) Press CR  
5) Hold L and press Down  
6) Hold R and press Up  
7) Press CR  
8) Press Right  
9) Hold L and press Left  
10) Hold R and press Right

• Tiny Bomb  
1) Hold L + R and press Down  
2) Hold R and press Down  
3) Hold L and press CR  
4) Press Left  
5) Hold R and press CR  
6) Hold L + R and press CR  
7) Press Right  
8) Press Down  
9) Hold R and press CR  
10) Hold R and press Right

• 2x Throwing Knife  
1) Hold R and press Left  
2) Hold L and press Left  
3) Press Up  
4) Hold L + R and press Right  
5) Press Right  
6) Hold L + R and press CR  
7) Hold L and press CR  
8) Hold L and press Down  
9) Hold R and press Left  
10) Hold R and press CR

• Fast Animation  
1) Hold L and press CR  
2) Hold L and press CR  
3) Press CR  
4) Press CR  
5) Press CR  
6) Hold L + R and press Right  
7) Press CR  
8) Hold L + R and press Up  
9) Hold L and press Left  
10) Hold L and press Left

• 10x Health  
1) Hold L + R and press Up  
2) Press CR  
3) Hold L and press CR  
4) Hold L and press Left  
5) Hold L and press Left  
6) Hold L + R and press CR  
7) Hold L and press CR  
8) Hold L and press CR  
9) Hold L and press Right  
10) Hold L and press Left

• 10x Health  
1) Hold L + R and press Up  
2) Press CR  
3) Hold L and press CR  
4) Hold L and press Left  
5) Hold L and press Left  
6) Hold L + R and press CR  
7) Hold L and press CR  
8) Hold L and press CR  
9) Hold L and press Right  
10) Hold L and press Left

• 10x Health  
1) Hold L + R and press Up  
2) Press CR  
3) Hold L and press CR  
4) Hold L and press Left  
5) Hold L and press Left  
6) Hold L + R and press CR  
7) Hold L and press CR  
8) Hold L and press CR  
9) Hold L and press Right  
10) Hold L and press Left

• Slow Animation  
1) Hold L + R and press Left  
2) Hold L + R and press Left  
3) Hold L + R and press Down  
4) Hold L + R and press Left  
5) Press CR  
6) Press CR  
7) Hold L and press Left  
8) Hold L and press Left  
9) Hold L and press Left  
10) Hold L and press Left

• 10x Health  
1) Hold L + R and press Up  
2) Press CR  
3) Hold L and press CR  
4) Hold L and press Left  
5) Hold L and press Left  
6) Hold L + R and press CR  
7) Hold L and press CR  
8) Hold L and press CR  
9) Hold L and press Right  
10) Hold L and press Left

• 10x Health  
1) Hold L + R and press Up  
2) Press CR  
3) Hold L and press CR  
4) Hold L and press Left  
5) Hold L and press Left  
6) Hold L + R and press CR  
7) Hold L and press CR  
8) Hold L and press CR  
9) Hold L and press Right  
10) Hold L and press Left

• 10x Health  
1) Hold L + R and press Up  
2) Press CR  
3) Hold L and press CR  
4) Hold L and press Left  
5) Hold L and press Left  
6) Hold L + R and press CR  
7) Hold L and press CR  
8) Hold L and press CR  
9) Hold L and press Right  
10) Hold L and press Left

7) Hold L + R and press Left  
8) Hold L + R and press CR  
9) Hold L and press CR  
10) Press CR  
• 2x FPS  
1) Press Up  
2) Press Right  
3) Hold L and press Left  
4) Hold R and press Down  
5) Hold L and press Up  
6) Hold R and press CR  
7) Press CR  
8) Hold R and press Down  
9) Hold L and press Left  
10) Hold L and press Left

• 2x FPS  
1) Hold L + R and press Right  
2) Hold L + R and press Down  
3) Hold L and press Up  
4) Hold L + R and press Down  
5) Press CR  
6) Hold R and press Up  
7) Hold R and press Right  
8) Hold L and press Left  
9) Press Down  
10) Hold L and press CR

• 2x FPS  
1) Hold L + R and press Right  
2) Hold L + R and press Down  
3) Hold L and press Up  
4) Hold L + R and press Down  
5) Press CR  
6) Hold R and press Up  
7) Hold R and press Right  
8) Hold L and press Left  
9) Press Down  
10) Hold L and press CR

• 2x FPS  
1) Hold L + R and press Right  
2) Hold L + R and press Down  
3) Hold L and press Up  
4) Hold L + R and press Down  
5) Press CR  
6) Hold R and press Up  
7) Hold R and press Right  
8) Hold L and press Left  
9) Press Down  
10) Hold L and press CR

• 2x FPS  
1) Hold L + R and press Right  
2) Hold L + R and press Down  
3) Hold L and press Up  
4) Hold L + R and press Down  
5) Press CR  
6) Hold R and press Up  
7) Hold R and press Right  
8) Hold L and press Left  
9) Press Down  
10) Hold L and press CR

• 2x FPS  
1) Hold L + R and press Right  
2) Hold L + R and press Down  
3) Hold L and press Up  
4) Hold L + R and press Down  
5) Press CR  
6) Hold R and press Up  
7) Hold R and press Right  
8) Hold L and press Left  
9) Press Down  
10) Hold L and press CR

• 2x FPS  
1) Hold L + R and press Right  
2) Hold L + R and press Down  
3) Hold L and press Up  
4) Hold L + R and press Down  
5) Press CR  
6) Hold R and press Up  
7) Hold R and press Right  
8) Hold L and press Left  
9) Press Down  
10) Hold L and press CR

• 2x FPS  
1) Hold L + R and press Right  
2) Hold L + R and press Down  
3) Hold L and press Up  
4) Hold L + R and press Down  
5) Press CR  
6) Hold R and press Up  
7) Hold R and press Right  
8) Hold L and press Left  
9) Press Down  
10) Hold L and press CR

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1) Hold L + R and press Right  
2) Hold L + R and press Down  
3) Hold L and press Up  
4) Hold L + R and press Down  
5) Press CR  
6) Hold R and press Up  
7) Hold R and press Right  
8) Hold L and press Left  
9) Press Down  
10) Hold L and press CR

• 2x FPS  
1) Hold L + R and press Right  
2) Hold L + R and press Down  
3) Hold L and press Up  
4) Hold L + R and press Down  
5) Press CR  
6) Hold R and press Up  
7) Hold R and press Right  
8) Hold L and press Left  
9) Press Down  
10) Hold L and press CR

• 2x FPS  
1) Hold L + R and press Right  
2) Hold L + R and press Down  
3) Hold L and press Up  
4) Hold L + R and press Down  
5) Press CR  
6) Hold R and press Up  
7) Hold R and press Right  
8) Hold L and press Left  
9) Press Down  
10) Hold L and press CR

Find a "Cheat Menu" option at the "Paused" menu.  
THEUNIVERSE—Allows you to access all the secret worlds.  
WARPING—Unlocks all but one of the secret characters.  
GODDESGOD—"Slime Mode" (all tracks are gone).  
KIPKIPKIP—"Ice Mode" (all tracks are slippery).  
GOGARY—Gives you a mixed-and-baked water.  
TIMES—2X Turbo Mode (turbo boosts last twice as long).  
KNOXTOP—"Roll Mode" (shortest turbo).  
SWITCHOP—Randomly switches the character's accessories (Bolt, plasma, spin, etc.).  
ROTHABIS—Activates the black-white "Pencil Sketch" mode.  
BROKTOP—Activates "Dark City" mode, in which the only lighting comes from the balls themselves.  
MICROBALLS—Activates "Fat Mode" (far wider characters) and "Bomb Player" (super jumping, no grasping).  
LAMPACONS—Level Select 5: "Go live" option at the "Paused" menu allows you to jump to any level at any time!  
BOMBABIS—Just bombs.  
HITWONDER—Activates "Sudden Death" mode.  
MALLOUT—No weapons.  
WOGGOG—Bombs pickups.  
SCOOTY—Blue balls.  
OMY—Activates "Explosive Mode".

**IRON-ON JONES**  
• **THE INTERNAL MACHINE**  
Secret: Passcode  
Choose "Options" from the main menu, then select "Passcodes" (Enter any of the following codes at the screen that follows. You'll hear a variety of sound effects after entering a correct code).  
FORGEDP—Unlock all levels.  
REALMARD—Harder difficulty.  
CUTS11—New development team photo.  
PAPA—High ending credits.  
MUCKE—Unlock "Concert Hall" within the "Museum" item in the Options menu.  
A N C I E N T—Unlock "Ancient Art" within the "Museum" item in the Options menu.  
**NOT AN ANIMATED**  
Secret: Ooze  
At the main menu, select "Gold Gaps" (Note: select any empty field. When this option of the words below as the name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly. You may press START at any time while in the gallery to return to the game).  
ALL GOLD CAPS—Y O U , D A M A  
Gallery—W O D D T , C O D K E S

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A N C I E N T—Unlock "Ancient Art" within the "Museum" item in the Options menu.















**PRINCE OF PEACE**  
 C F C V L Y—V-Top  
 S P V C P L Y—V-Outer Space  
 C Q Q K J F S S—Toy Palace North Wing  
 B V B V B J C F—West Wing  
 C F V B V L K G—Toy Palace East Wing  
 F L V P P T S—Toy Palace South Wing  
 T O Y B Q X F S—Toy Palace West Wing  
 T V H T N S P T—On the Moon  
 E V T H T M E—Cameo mini game  
 C F A B T F T—Ball mini game  
 B V E V G R Q W—Shooting mini game  
 W F V H N I N—Egg mini game  
 P R F T S N T S—Ending

#### STANDARD

##### Chest Passwords

Enter any of the following passwords to start in the corresponding stage with all items in your inventory and 31 lives in reserve:  
 S G P S G V T V—Level 1: The Laboratory  
 G P S G V T V—Level 2: Shadow Shadow  
 T G T S G V T X—Level 3: Abandoned L.A.  
 S G P S G V T V—Level 4: The Shadow Lair  
 Hallow and Casino

#### PRINCE OF PEACE: THE SECRET OF THE UNDISCOVERED

Passcode  
 Z P M R L C M B—Unlock all characters

#### THE SECRET OF THE UNDISCOVERED

**Passcode**  
 W X C E J X G L W N—Flying Knight  
 W S O L S W R R R P—Plan 9 from Outer Space  
 S p e e d  
 B X P G F P Y W B—Vlad All Over  
 B P E Y G B K T Y W—Bismarck Cathedral  
 W S O L T G P F W B—Only Mad's a Body  
 S Q R F T W R R T W—Pony Hair

#### THE SECRET OF THE UNDISCOVERED

**Play "Black Passwords"**  
 Hefty Smart, Beasty Smart, Hefty Smart!—The Rabbit Race  
 Hefty Smart, Hefty Smart, Astrosmat!—The Mysterious Planet  
 Beasty Smart, Hefty Smart, Hefty Smart!—The Werberich Game Mad  
**"Hard" Mode Passwords**  
 Beasty Smart, Hefty Smart, Hefty Smart!—The Rabbit Race  
 Astrosmat, Hefty Smart, Beasty Smart!—The Mysterious Planet  
 Hefty Smart, Cook Smart, Hefty Smart!—The Werberich Game Mad

#### WORLD OF WARRIORS

Passcode  
 W X X B—Unlock all characters

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Passcode**  
 C L S S I 2 T 1 9 9 8 0 B W—Classic Mode  
 W X P Z T C A Q W T V S V—Waves  
 I W Z A C L N A W T V S—Miss  
 K S S N Q J 7 R T B J M C—Ajolet  
 W S P Z M O R N T H M A—Return  
 C V I 1 2 W G O J 3 X R S S—Waves  
 H V Z T R W T G N V Y G—Morgaine  
 M V T H K C L N S 3 2 3 B S—Ryko

#### WORLD OF WARRIORS

**Wave 7 Passwords**  
 Chapter 1—Spawn, blank, skull, skull  
 Chapter 2—heart, heart, skull, heart  
 Chapter 3—heart, skull, skull, skull  
 Chapter 4—skull, Spawn, skull, heart  
 Chapter 5—heart, skull, Spawn, Spawn  
 Chapter 6—Spawn, Spawn, heart, blank  
 Chapter 7—skull, Spawn, Spawn, heart  
**"Hard" Passwords**  
 Chapter 1—heart, heart, blank, Spawn  
 Chapter 2—blank, heart, Spawn, heart  
 Chapter 3—Spawn, skull, blank, skull

Chapter 4—heart, Spawn, skull, Spawn  
 Chapter 5—Spawn, heart, blank, Spawn  
 Chapter 6—skull, skull, Spawn, heart  
 Chapter 7—Spawn, heart, skull, Spawn

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Passcode**  
 From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password:  
 G V C F F—Worm defeated  
 Q V C L F—Worm and the Lizard defeated  
 G T F G N—Cannon Lab

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Chest Codes**  
 Enter any of the following codes at the title screen to unlock "Nightmare" difficulty level—Up, Down, Right, A for A, B, SELECT, Up, Right, Down  
 Play smart mini-game—A, B, A, B, Down  
 Infinite wedding—Left, Down, B, Up  
 Web ball enemies instead of immobilizing them—Spawn, A, B, A, A  
 Cheat Menu (page select, infinite health, infinite wedding)—A, A, Left, Down, Up, Right

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Passcode**  
 Choose "Continue" from the main menu and enter "SHIN-MAPO" as your password. You will start the game with all of the items in your inventory. You will also find a new option called "Level Select" in the Pause Menu; this allows you to skip to any stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay at any of the map screen.

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Block Select**  
 Enter the cheat code "OVERIDE" at the pause screen. When Kikaid appears to send you on a mission, you can choose different assignments by pressing Up on the D-pad.

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Passcode**  
 E Q V Q G Level 2  
 W B L R M—Level 3  
 S D G N R—Level 4  
 C M L M L—Level 5  
 B X O T G—Level 6  
 O S T V W—Level 7  
 T K G Z L—Level 8  
 L P Z C P—Level 9

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**At the title screen, press R, A, Left, Right, A. You won't hear any signal to confirm the code, but when you start the game, your health meter will always remain filled.**  
**Stage Select**  
 At the title screen, press Up, Up, B, Down, A. You won't hear any signal to confirm the code, but when you choose "New Game" at the main menu, a stage-select menu will appear.

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Passcode**  
 Stick On Up—Burger, Wrench, Pinwheel  
 Flyer Three—Burger, Burger, Compass, Pinwheel  
 Play Role Position—Burger, Compass, Wrench  
 Make it Snappy—Pinwheel, Compass, Burger  
 Brawler Three—Wrench, Wrench, Burger, Pinwheel

Up To His Neck in R—Pinwheel, Wrench, Compass  
 Escape From Central Park—Burger, Wrench, Burger, Pinwheel

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Passcode**  
 Note: The following codes are shown in numerical form. To enter them, you must press Up on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (12 62), enter the code as follows:

- Highlight the first character of the password, press Up once
- Highlight the second character, press Up twice
- Highlight the third character, press Up six times
- Highlight the last character, press Up three times

Now press START to lock in the password:  
 1 2 6 2—The Jungle is my Playground  
 3 0 4 5—In No Second Battle  
 1 2 6 3—Jungle Legend  
 6 6 2 6—Go Out on a Limb  
 5 4 3 6—Step Aside

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Play Pass**  
 At any time during the game, you can make a falling piece rise back up to the top of the screen. This trick will not work if the falling piece is a four-square block or a straight line of four blocks. To do the trick with any other piece, hold Left until the falling piece touches the left side of the screen, then continue to hold Left and tap the A button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold Right on the D-pad and rapidly tap the B button.

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Passcode**  
 B S R L T G B B B V—All bombs & levels unlocked  
 V T F T B B B B V V—Start with Tony Hawk and \$40,000

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Passcode**  
 Enter the password "Y Q X—% Z" to unlock all cars and earn gold trophies in all courses.

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Passcode**  
 P P P—Score 2  
 B P W—Score 3  
 P P W—Score 4  
 W R P—Score 5  
 J P W—Score 6  
 J R P—Score 7  
 W P W—Score 8  
 J W W—Score 9  
 P P W—Score 10  
 W W W—Ending

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Secret Passwords**  
 From the main menu, select "Options," then select "Password." Enter any of the passwords below:  
 Z X I C F M Z—Infinite Ammo  
 P I Y H D C K—Infinite Lives

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Passcode**  
 F A S T—Unlock "Medium" courses in Arcade mode  
 F O G D—Unlock "Hard" courses in Arcade mode

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Secret Passwords**  
 Enter the password "N U T T I L Y" to unlock all of the secret characters and the "Crazy" Cup.

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Deed Passwords**  
 At the title screen, select "Continue," then enter "1 2 3 2" as your password at the following screen. If you entered it correctly, a deed screen will appear where you can select any level, make your player invincible and more.

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Champion Passwords**  
 Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vice Master:  
 P K D Y—Last Password for Billy Gun  
 C T F W—Last Password for Steve Austin  
 F T D B—Last Password for The Rock  
 R C D Y—Last Password for Ric Flair

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Chief Passwords**  
 At the title screen, press Down, Right, Down, Up, Left, Right, R, A. If you entered the code correctly, you'll see a special message appear.  
 At the title screen, press Right, Left, Up, Down, Left, Up, R, A. If you entered the code correctly, you'll see a special message appear.

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Stage Skip**  
 At the title screen when the words "Press Start" appear—press Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, R, A. You'll hear a sound to confirm the code. Note: After you hear the sound, you must press START to advance to the main menu before the title screen fades in the code will not work. With this code in place, you can skip to the next stage at any time during the game by pressing SELECT.  
**Alternate Costume**  
 At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, R, A. You'll hear a sound to confirm. When you start the game, Wario will appear in the brown costume he wore in the comics during the '80s.

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Chest Codes**  
 At the title screen, press Left five times, Up five times, Right five times, Down five times and SELECT five times. A cheat menu will appear that allows you to play any stage, view a "Scrapbook" about the making of the game and more. All the found Text items, hold A and press Left or Right to change the number, then press SELECT to listen to it. See the Ending.

Enter the Sign-In Mail and enter your name as "Star!" left in lowercase. Get the hat and go. When you enter the Sign-In Mail, you'll enter a secret level that displays the game's credits.

All Competition Mode  
 Enter the Sign-In Mail and enter your name as "Mega!" left in lowercase. Back outside, hold the A button and press SELECT to earn all 400 competition medals instantly. Now all you need to do is find the 20 secret Medals. If you hold A and press SELECT again, the Medal count will return to zero.

#### WORLD OF WARRIORS: THE SECRET OF THE UNDISCOVERED

**Level Select**  
 Enter the password "O O O" to start at any stage up to and including Level 240.







# DR. DOOM'S READER ALBUM

## CHARACTER GUIDE

### Extra Options

At the main menu, select "New Game" at the Character Creation screen, select "Character Maker." Then enter any of the names below that corresponds to the character type you selected. After entering the name correctly, you'll hear a special sound effect; additional costumes will now be available for your character. Also, the "Character Name" field will not be blank after entering the code.

**KSAUDDNSU**—Humer  
**MOUOSNRHU**—Humer  
**RUHANGHRB**—Humer  
**YUDDCMGSS**—Humer  
**MEUACHYH**—Humer  
**NUDRAPHJCH**—Humer  
**DEADHURB**—Humer  
**ASUUEHBU**—Humer  
**XSGVSHCH**—Humer

## ITEMS GUIDE

### Secret Characters

At the character select screen, press the following button combinations to temporarily unlock the corresponding character:

**Rashe**—Move the cursor to Run, then press Down, Down, Left, Left, Up. Rashe will appear in the upper left corner.

**Rai-On**—Move the cursor to Bikkabo, then press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in the upper right corner.

## ITEMS GUIDE

### Unlock Everything

At any time during gameplay, press **START** to pause the game, then press Right, Down, Right, Left, Right, Up, Right, Right. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

## ITEMS GUIDE

### Access Special Cloaks & Unlock All Items

Enter any of the following passwords at the "Name Your Geyr" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the items available to you. Note the spaces between words:

**RUMBLE POWER**—Bronze Class in Arcade Mode, Ferro Class is also unlocked.  
**RUMBLE RUMBLE**—Silver Class in Arcade mode, Keno Claw and Bruce Blade are also unlocked.  
**HUMBLE**—Gold Class in Arcade mode, Keno Claw and MacBuddy are also unlocked.  
**POD SI**—Chump Class in Arcade mode, all items are also unlocked.

## ITEMS GUIDE

### Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following buttons while both players select a boxer:

**R**—Championship arena  
**L**—Two tier arena  
**L**—Two tier arena

## ITEMS GUIDE

### Change Costume Colors

At the boxer selection screen, press X + Y to change the currently selected boxer's colors. Choose Character's Voice.

The commentator's voice is usually randomly selected, but you can choose it with the boxer selection screen by holding the X button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

**X + Up**—Humer  
**X + Left**—New York accent  
**X + Right**—Ancient-American accent  
**X + Down**—Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold L + R until you hear a special sound effect.

## ITEMS GUIDE

### Secret Game Modes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character select screen. You'll hear the bell ring in confirm each code, if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes appear in places you can't see the D-pad, so while others will only affect the first fight that takes place after the code is entered.

**Unlock all bosses and special effects**—Press Left, Left, Right, Left, Left, Right, Right, R, L, Up. Press the X button to cycle through each fighter's different attacks.

**Enter gameplay**—Press Right, Right, Up, Down, Right, then four times, then L. Enter special mode—Press Left, Left, Down, Up, Down, Right, then R 10 times, then L.

## ITEMS GUIDE

### Character boomerang

**Press Right, Up, Down, Down, then R eight times, then L.**

**Thudkinging boomerang**—Press Right, Up, Down, Down, Down, then R seven times, then L.

**Halloween boomerang**—Press Right, Up, Down, Down, Down, then R five times, then L.

**Indendendend boomerang**—Press Right, Up, Down, Down, Down, then R five times, then L.

## ITEMS GUIDE

### Enter special mode

**Press Left, Left, Down, Up, Down, Down, then L four times, then L.**

## ITEMS GUIDE

### St. Patrick's Day boomerang

**Press Right, Up, Down, Down, Down, R, R, L.**

## ITEMS GUIDE

### Waterfront Day boomerang

**Press Right, Up, Down, Down, Down, R, R, L.**

## ITEMS GUIDE

### New Year's Day boomerang

**Press Right, Up, Down, Down, Down, R, R, L.**

## ITEMS GUIDE

### See the Endings

**Press Right, Right, Right, Right, Right, Right, R, L, then wait to the main menu if you're not already there.**

## ITEMS GUIDE

### Championship Fight vs. Rumbleman

**Press L, Down, Right, Up, Left, then R six times, then L.**

## ITEMS GUIDE

### Zombie Boomerang

**Press Left, Up, Right, Down, R, R, L.**

## ITEMS GUIDE

### Big Guts

**Press Left, Right, Up, Down, R, L.**

## ITEMS GUIDE

### Extra 1st round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 2nd round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 3rd round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 4th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 5th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 6th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 7th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 8th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 9th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 10th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 11th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 12th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 13th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 14th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 15th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 16th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 17th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Extra 18th round

**Press Right, Right, Up, Down, Right, R, L.**

## ITEMS GUIDE

### Secret Game Modes

At the "Mode Select" screen, hold Down on the D-pad for about five seconds. The difficulty mode will automatically select "Hard." At the "Mode Select" screen, hold Up on the D-pad for about five seconds. The difficulty mode will automatically select "Super Hard."

## ITEMS GUIDE

### Secret Game Modes

At the "Mode Select" screen, hold Down on the D-pad for about five seconds. The difficulty mode will automatically select "Hard."

## ITEMS GUIDE

### Secret Game Modes

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##







## PlayStation

## PlayStation 3

EC026E48-14458454—(M) Must be on  
4C21D435-145625DD—Infinite health  
4C21D43A-145625DD—Infinite armor  
4C21D414-14562788 + 4C21D414-14566404—Infinite  
Handgun ammo  
4C21D726-14562788 + 4C21D72C-14566404—Infinite  
Lbs. ammo



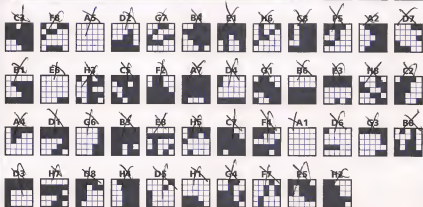
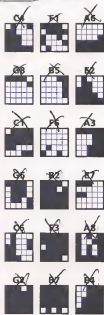


# TIPS & TRICKS™

Grab a pencil and get ready to unlock the secret images in our monthly feature: *TIPS & TRICKS Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video-game characters.

It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

## Pencil Puzzles



# Directions



## STEP 1

B2



Pick one of the squares and examine its coordinates.

## STEP 2



Find the spot on the large grid with those coordinates.

## STEP 3



Fill in the squares on the grid the same way.

## STEP 4



Repeat the process until the secret picture is revealed!





# HINT HOTLINES

SORRY, SPIDEY, BUT  
TIPS & TRICKS DON'T GIVE  
OUT TIPS OVER THE PHONE!

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for a Nintendo system like the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call Tix & Teacit! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.



## 3DO

1-900-CALL-3DO (1-900-225-5330)  
HOURS: Monday through Friday,  
9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard  
Time)  
COST: 95¢/minute

## IBM STUDIOS

1-900-833-SONY (U.S.)  
1-900-465-5577 (Canada)  
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific  
Standard Time for live information, 24 hours for  
automated help  
(Canada): 24-hour automated information  
COST (U.S.): 95¢/minute automated, \$1.40/minute live,  
\$6.95 to \$16.95 for tips by mail, \$5 to \$26 for card  
recharge  
(Canada): \$1.50/minute for automated hints

## INCLINE

1-900-407-TIPS (1-900-407-8477)  
HOURS: (unknown)  
COST: 35¢/minute

## INTERVIEW

1-900-400-4868 (U.S.)  
1-900-451-4860 (Canada)  
HOURS: Monday through Friday,  
9 AM to 5 PM Pacific Standard Time (excluding holidays)  
COST (U.S.): 95¢/minute  
(Canada): \$1.49/minute

## INTERVIEW, INC.

1-999-288-ASCII (1-900-288-2724)  
HOURS: 24 hours a day, 365 days a year  
COST: 95¢/minute

## JAMLINE AND SOFTWARE WORKS

1-900-CALL-ASC (1-900-225-5274)  
HOURS: 24 hours a day  
COST: 90¢/minute

## LOTUS SOFTWARE

1-900-CALL-ATLUS (1-900-225-5285)  
HOURS: (unknown)  
COST: 95¢/minute or \$1.25/minute for live assistance

## PARADISE

1-900-680-CLUE (1-900-680-2583) (U.S.)  
1-900-677-2272 (Canada)  
HOURS: Monday through Friday,  
8:30 AM to 5 PM (Pacific Standard Time)  
COST (U.S.): 95¢/minute for 24-hour pre-recorded information,  
\$1.25/minute for live help  
(Canada): \$1.35/minute

## SEAVE ENTERTAINMENT

1-900-900-9666 (U.S.)  
1-900-677-4666 (Canada)  
HOURS: (unknown)  
COST (U.S.): 95¢/minute  
(Canada): \$1.50/minute

## SOFTWARE WORKS INTERACTIVE

1-900-454-GAME (1-900-454-4264)  
HOURS: 24 hours a day, 365 days a year  
COST: 95¢/minute

## SONOS

1-900-773-4867 (U.S.)  
1-900-643-4867 (Canada)  
HOURS: 24 hours a day  
COST: 95¢/minute

## ELECTRONIC ARTS

1-900-288-HUNT (1-900-288-4468)  
1-900-451-4873 (Canada)  
COST (U.S.): 95¢/minute  
COST (Canada): \$1.15/minute

## FOX INTERACTIVE

1-900-CALLFOX (1-900-225-5436)  
HOURS: (unknown)  
COST: 85¢/minute

## GT INTERACTIVE

1-900-CALL-201 (1-999-225-5248)  
HOURS: (unknown)  
COST: 95¢/min

## INFOGAMES

1-900-454-HUNT (1-900-454-4468)  
HOURS: (unknown)  
COST: 95¢/minute

## INTERACE GAMES/SHARK CODELINE

1-900-773-7427 (U.S.)  
1-900-477-4242 (Canada)  
HOURS: 24 hours a day, 7 days a week  
COST (U.S.): \$1.20/minute  
COST (Canada): \$1.70/minute

## INTERPLAY

1-900-370-PLAY (U.S.)  
1-900-451-4649 (Canada)  
HOURS: 24 hours a day, 7 days a week  
COST (U.S.): 95¢/minute  
COST (Canada): \$1.25/minute

## ISORAME

1-900-696-HUNT (1-900-896-4468)  
HOURS: Automated help 24 hours a day, 365 days a year;  
live assistance Monday through Friday, 9 AM to 5 PM  
(Pacific Standard Time)  
COST: 95¢/minute for automated help; \$1.25/minute for live assistance

## LUCASARTS

1-900-746-JEDI (1-900-746-5334) (U.S.)  
1-900-677-JEDI (1-900-677-5334) (Canada)  
HOURS: (unknown)  
COST (U.S.): 95¢/minute  
COST (Canada): \$1.25/minute

## MADWAY

1-900-874-5092  
HOURS: Monday through Friday,  
10 AM to 6:30 PM (Central Time); Automated help  
available 24 hours a day, 365 days a year  
COST: Standard long-distance rates to Texas apply

## MAMCO

1-900-787-3263  
HOURS: Monday through Friday,  
9 AM to 5 PM (Pacific Standard Time)  
COST: 95¢/minute for automated tips; \$1.15/minute for live assistance

## NINTENDO

1-900-288-0107 (live assistance, U.S.)  
1-900-451-4468 (live assistance, Canada)  
1-822-485-7526 (Power Line—automated tips)  
HOURS: Live assistance: Monday through Saturday,  
6 AM to 9 PM (Pacific Standard Time)  
Sunday 6 AM to 7 PM (Pacific Standard Time)  
HOURS: Power Line: 24 hours a day  
COST (U.S.): \$1.50/minute  
COST (Canada): \$2.00/minute  
COST (Power Line): Standard long-distance rates to  
Seattle, Washington apply

## PSYGNOSIS

1-900-376-HUNT (1-900-476-4468)  
HOURS: Monday through Friday, 9 AM to 5 PM for live  
assistance; automated tips available 24 hours a day,  
365 days a year  
COST: 95¢/minute for automated tips, \$1.35/minute for live assistance

## SEGA

1-900-200-SEGA (U.S.)  
1-900-461-2322 (Canada)  
HOURS: (unknown)  
COST (U.S.): 95¢/minute for automated tips,  
\$1.50/minute for live assistance  
COST (Canada): \$1.50/minute

## SERPA

1-900-370-KLUE (1-900-370-5583) (U.S.)  
1-900-401-3256 (Canada)  
HOURS: 24 hours a day, 7 days a week  
COST (U.S.): 95¢/minute  
COST (Canada): \$1.25/minute

## SONY COMPUTER ENTERTAINMENT AMERICA

1-900-933-SONY (1-900-423-7668) (U.S.)  
1-900-451-5757 (Canada)  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific  
Standard Time) for live assistance; automated support  
available 24 hours a day, 365 days a year  
COST (U.S.): 95¢/minute for automated tips,  
\$1.25/minute for live assistance, \$4.95 for mailed-out  
tips  
COST (Canada): \$1.25/minute

## SQUARESOFT

1-900-487-KLUE (1-900-407-5583)  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific  
Standard Time) for live assistance; automated support  
available 24 hours a day, 365 days a year  
COST (U.S.): 95¢/minute for automated tips,  
\$1.25/minute for live assistance  
COST (Canada): \$1.50/minute for automated tips only

## TECMO

1-911-944-9005  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific  
Standard Time)  
COST: Standard long-distance rates to Southern California apply

## THQ

1-900-376-HUNT (1-900-370-4468)  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific  
Standard Time) for live assistance; automated support  
available 24 hours a day  
COST: 95¢/minute for automated tips, \$1.25/minute for live assistance

## UFI SOFT

1-900-420-4UBI (1-900-420-4824) (U.S.)  
1-900-455-5555 (Canada)  
HOURS: (unknown)  
COST (U.S.): 95¢/minute  
COST (Canada): \$1.50/minute

## VIKING INTERACTIVE

1-900-288-4344 (U.S.)  
1-900-451-4422 (Canada)  
HOURS: 24 hours a day, 365 days a year  
COST (U.S.): 95¢/minute  
COST (Canada): \$5¢ for the first minute, \$1.25 each  
additional minute

## WORKING DESIGNS

1-312-243-2477  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific  
Standard Time)  
COST: Standard long-distance rates to California apply

# TIPS & TRICKS

THE #1 VIDEO-GAME  
TIPS MAGAZINE

## 1999

**August 1999 Pokémon Snap:**  
Ape Escape, R-Type Delta,  
Shadowgate 64 (Part 1),  
Superman, Jade Cocoon, Driver  
(Part 2)

**September 1999 Um Jammer  
Lammy:** Legacy of Kain: Soul  
Reaver, Street Fighter III: 3rd  
Strike, Tail Concerto, Shadowgate  
64 (Part 2), Croc 2

## 2000

**February 2000 Tomba 2:  
The Evil Swine Return:**  
Chocobo's Dungeon 2, Xenos  
Warrior Princess: The Talsman  
of Fate, Zombie Revenge,  
Vigilante 2: 2nd Offense, Dragon  
Warrior Monsters

**March 2000 Jackie Chan  
Stuntmaster:** Misadventures of  
Iron Bonnie, Crazy Taxi, The New  
Adventures of Mary Kate & Ashley,  
Joy's Venture, Donkey Kong 64,  
Gran Turismo 2

**April 2000 Pokémon Stadium:**  
Die Hard Trilogy 2, Dead or Alive  
2, Ace Combat 3, Armored Core:  
Master of Arena

**May 2000 Syphon Filter 2:** Chu  
Chu Rocket!, Slinkers 1945 Plus,  
Front Mission 3 (Part 1), Pokémon  
Stadium (Part 2)

**June 2000 Resident Evil Code  
Veronica:** Mr. Driller, I-Spy: Oper-  
ation Espionage, Front Mission 3 (Part  
2), Pokémon Stadium (Part 3)

**July 2000 X-Men Mutant  
Academy:** Exoticbe 64, Cover  
Ops: Nuclear Dawn, Street  
Fighter III: Double Impact, Army  
Men: World War, Pokémon  
Trading Card Game, Garou:  
Mark of the Wolves

**August 2000 Marvel vs.  
Capcom 2 (Part 1):** Perfect Dark,  
Threads of Fate, NGEN Racing,

Metal Slug 3, Hercules: The  
Legendary Journeys

**September 2000 Chrono Cross:**  
Kirby 64: The Crystal Shards,  
Marvel vs. Capcom 2 (Part 2),  
Seaman, Valkyrie Profile, Tokyo  
Xtreme Racer 2

**October 2000 Spider-Man:**  
Ultimate Fighting Championship,  
Incredible Crisis, Street Fighter  
III: 3rd Strike, Ogre Battle 64

**November 2000 Capcom vs.  
SNK (Part 1):** Ridge Racer V,  
Eternal Ring, Armored Core 2,  
Army Men: Sarge's  
Heroes 2, Tony Hawk's  
Pro Skater 2, The God

**Tips & Tricks  
Pokémon Report:**  
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with exclusive feature  
on the creators of  
Pokémon, plus strategy  
guides for Pokémon  
Stadium, Pokémon  
Trading Card Game,  
Pokémon Snap, and  
Pokémon Yellow

## 2001

**January 2001  
Gundam Battle  
Assault:** Shenmue,  
Smuggler's Run, WWF  
No Mercy, RC de GO!,  
Driver 2

**February 2001 Mega  
Man X5:** Scooby-Doo!  
Classic Creep Capers,  
Theme Park Roller  
Coaster, Banjo-Toxie,  
Dragon's Lair, Razor  
Freestyle Scooter, The  
King of Fighters '99,  
The Grid

**March 2001 Star Wars  
Episode 1: Battle for  
Naboo:** The Bouncer,  
Project Justice,

Blastar Master: Blasting Again,  
Phantasy Star Online

**April 2001 Dance Dance  
Revolution:** Paper Mario (Part 1),  
Metal Slug X, Onimusha Warriors

**May 2001 Zone of the Enders:**  
Metal Gear Solid 2 Trial Edition,  
Daytona USA, Point Blank 3, NBA  
Hoopz, Paper Mario (Part 2)

**June 2001 The Simpsons  
Wrestling:** Dr. Mario 64, Star  
Wars: Super Bombad Racing,  
Pokémon Stadium 2 (Part 1), 18  
Wheeler, American Pro Truckee,  
Time Crisis, Project Titan

**July 2001 Crazy Taxi 2:** Mario  
Party 3, Max Hoffman's Pro BMX,  
MTV Music Generator 2,  
Castlevania: Circle of the Moon,  
Pokémon Stadium 2 (Part 2)

**August 2001 World's Scariest  
Police Chases:** Gran Turismo 3,  
A-Spec, Bloody Roar 3, Sports Jam,  
GART Fury Championship Racing

**September 2001 Klenoa 2:**  
Lunatic's Veil: Sonic Adventure  
(Part 1), Escape from Monkey  
Island

**October 2001 Madden NFL  
2002:** Pokémon Crystal, Power  
Shovel, Sonic Adventure 2 (Part 2)

**November 2001 Spy Hunter:**  
X-Men Mutant Academy 2, Dave  
Mira Freestyle BMX 2, Fortniss,  
Phantasy Star Online Ver. 2

**December 2001 Dragon Warrior  
VII (Part 1):** Time Crisis II,  
Batman: Vengeance

**Tips & Tricks 2001 Video-Game  
Codebook:** Over 10,000 Codes  
and Tips for Nintendo 64,  
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Dreamcast, Game Boy, Game  
Gear, Super NES, Genesis, Sega  
CD, Saturn and 3DO

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Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

# TIPS & TRICKS SPORTS DESK

by  
Mike  
Daly

So the holiday season has come and gone, and all that BCS nonsense is just a fading memory. And what you did or didn't get for Christmas or Chanukah this year is starting to matter less and less—especially if the item in question is Microsoft's Xbox. The games look great, but there are a few wrinkles to iron out from the sportsman's perspective: namely, the controller design has slightly changed the positioning of the right-hand command buttons. The industry-standard diamond configuration has been replaced with a slanted parallelogram pattern, and the buttons are also small and very close together. This change requires some adjustments, as third-party game publishers attempt to standardize button configurations over three very different controller types (from Sony, Nintendo and Microsoft). I pray that I'm not the only one out there who was stealing while trying to

jump and switching men while trying to shoot. The Xbox versions of titles that we have previously covered—like EA Sports' *NBA Live 2002* and *NASCAR Thunder 2002*—look nearly identical to their PS2 counterparts, but require adjustments because of the new controller. *Thunder* actually changes the major controls entirely, moving the accelerate and brake buttons to the left and right trigger buttons. In addition to this design issue, Microsoft has also faced other challenges; for example, I'm sure Peyton Manning seemed like a much better poster boy for *NFL Fever 2002* during the off-season than he does after this year's interception-riddled non-playoff season. Perhaps the guys at Microsoft would agree with Colt coach Jim Mora (my fellow college alumnus) when he said, "In my opinion, that sucked!" Nevertheless, the Xbox is not without its pluses.

## F1 2001



EA Sports' *F1 2001* for PlayStation 2 continues to define Formula One racing simulations. Much like this year's crop of *NASCAR* games, *F1 2001* allows you to get deep into the details of racing, in fact, if this game got any deeper, it would come with an engine to fine-tune. You can always quick race, of course—with an impressive group of world-class drivers including the likes of Michael Schumacher

and Max Montoya—but if you want to open up all the tricks for quick race use, you must achieve greatness in the Grand Prix mode, which means getting licenses and saving your progress. License tests cover everything from the basics (braking and cornering, with and without a full tank of gas) to accounting for the weather (dry tires on wet road as well as vice versa). Tests even prepare you for interactive pit maneuvers (decelerating in the pit lane, gearing up during pit work, and so forth) which, performed successfully, cut down on your necessary pit time and get you back into the race without significant delay. To really take advantage of all these frills, you have to be committed to the long haul...and that's more than just a cliché. Tire wear and fuel consumption are not even options for races less than 16 laps. That means if you want to utilize your skills in these areas, you'll have to race a half, full or 16 lap race—no minimal undertaking, to be sure. All races



offer a choice of handling, either "normal" or "simulation." If you thought *F1* was easy, switch the handling to simulation and you'll find yourself re-learning the game as you try to avoid major spinouts. *F1 2002* offers the now-standard

array of point-of-view options, including two from inside the car. One of these is raised slightly out of the car to afford the driver greater vision of the track lying ahead. Unfortunately, the point of view that truly puts you at the wheel compromises vision to



really make the game difficult. If you can become a grand prix champ using the lower driver view with simulation handling, you're not only my hero, but you stand to make a lucrative living on the F1 circuit. For those of us without such innate driving ability, *F1 2001* can still be great fun. With its normal handling mode, driver assists (cursors announcing turns and degree of severity) and automatic speed control option, *F1 2001* can quickly allow even your grandmother to be competitive...well, with a qualifying lap, maybe.

In general, success in the game is contingent upon track position and braking. Accelerating through turns is the key to staying competitive. You must brake adequately prior to the turn, then accelerate through it. Your turning radius is actually greater when you accelerate than when you brake or coast. Controlling your car's speed capably is key to success. The car's speed can be your greatest enemy. Rather than riding your accelerator and brake by holding down **X** and **□**, tap the buttons frequently. This gives you greater control of your speed and cornering without ever getting too fast or slow. Nothing impedes your finishing time more than having to come to almost a complete stop through turns.







arcade action of 3-on-3 hockey, Midway's *NHL Hitz* for PlayStation 2, GameCube and Xbox is a slick and fun game that is filled with high-paced action. Much like the previously covered *NBA Street*, *NHL Hitz* requires you to choose three players from whichever team you've selected. As such, you should try to pick a balance of players, with one good scorer, one crushing enforcer and one all-around player. Heavy use of passing and spin moves will help set up goals. If you score two goals

The announcer's comments may have changed, but *NHL Hitz 2002* is basically *NHL Blitz* on ice. Featuring



in a period, you will begin to smoke; score three and you'll catch fire. By winning games, you earn money which you can spend in the game's hockey shop, which is full

of jerseys and related stuff. You can also buy new rinks to open them up for quick play as well as locked characters. (The gray alien makes another appearance.) On defense, try to spot your opponent's pass before it happens and aim to slam the guy who is about to get the puck. This will keep you neck-and-neck with the CPU's fast action and plentiful one-timers.



## NCAA Final Four 2002

It's not March yet, but the insanity approaches. Accordingly, 989 Sports has released its take on college hoops for PS2, *NCAA Final Four 2002*. *Final Four* builds where last year's left off, boasting stronger graphics and game flow as well as a more complex set of offensive and defensive commands. The best part of *Final Four* is its incredible selection of teams; no game features more college hoops teams than this one. The down side is that 64-team NCAA Tournament brackets cannot be manually set. You cannot, therefore, conduct your dream tournament with the 64 teams of your choice, as the bracket can only be filled via a full round of season mode or a season simulation in tournament mode. Nevertheless, *Final Four* still has plenty to offer with so many teams, making a Valparaiso/Gonzaga matchup sound more normal than exceptional.



Option settings allow for a change in skill level as well as game speed. If you like fast-break action and don't like how methodical some basketball simulations can be, raise the game speed to at least 65. The higher you set the skill level, the less the computer players' defense will allow one-on-one isolation plays. To facilitate ball movement, you can run icon screens or icon cuts to the basket. By pressing L1 and L2 simultaneously, then selecting the player with a good path to the hoop, you can create more off-ball movement and some backdoor plays for easy buckets. Similarly, if you want to free up your shooter for a shot off his dribble, press L1 + R1, then choose the closest available screener and he will come running up. Use him to pick your defender and get you wide open for the shot. In the easier skill levels, these plays will consistently result in easy baskets. Just use some care, as forcing these plays can yield turnovers. 989 Sports continues to push its touch shooting feature, and though it requires some acclimation, it is clearly the way to play the game. Shooting without the touch shooting feature on is very difficult and requires a more thorough knowledge of each player's capabilities. If you leave it on, touch shooting makes 3-pointers much easier and gives you an easy way to get quickly back into a game or to extend that small lead into a comfortable cushion. Repetite with all teams' home floors and collegiate boogie during free throws, *Final Four* is a solid dose of NCAA hoops. The only question is: How can they not put Duke's Jason Williams on the cover?



## The Curse of NBA Live

Nearly a decade into the greatest pro basketball simulation of modern history, we continue to beseech you (and probably shall always do so): y'all got that *Live*? Yet, as great as *NBA Live* has been to you and me over the years, it hasn't been quite so kind to its cover athletes since the series started on the PlayStation. While I'm sure that appearing on an *NBA Live* package had their agents' phones

ringing a lot, many of EA Sports' cover boys have suffered some career speed bumps after their appearances on the game box. Mitch Richmond—a recent All-Star MVP and Olympic gold medalist when he made the cover of *NBA Live 97*—was subsequently traded to the awful pre-Jordan Wizards, where he asked out a basketball purgatory before being rescued this year by the Lakers' bench. Tim Hardaway, the player representing *NBA Live 98*, has seen better days since joining Pat Riley's regime, although he looks happier today coming off the Mavericks' bench. Antoine Walker was a collegiate champion and Rookie of the Year prior to his appearance on the 99 cover...but after three years of grumbling in Rick Pitino's forced labor camp called the Celtics, Walker remains the best player on the worst Celtics team ever and has his name inexorably linked to Kenny Anderson. Last year, EA must have begun to notice the trend, so it got the most talented, enthusiastic, positive role model you could ask for: Kevin Garnett. As the game's highest-paid player, he ought to be all that, but he still has an unfortunate lack of real winning power. His team has more first-round playoff exits in the last five years than Charles Barkley and Warren Sapp put together. Perhaps most significantly, this year's guy, the amazing Steve Francis (a college standout who was a co-winner of the Rookie of the Year award two years ago) got hurt, saw his team go on a 12-game losing streak and then was arrested for DWI. Perhaps all of these events are coincidental and demonstrate no real proof of a trend. Yet, the only players to really defy the curse of *NBA Live* are Shaq (who appeared on the cover of *NBA Live 96*) and Tim Duncan from *NBA Live 2000*—although Duncan had a bad injury that year which prevented him from going to the playoffs. If I were the next NBA player to get a call from EA regarding the 2003 box, I'd think that one over very carefully.





# Hard Core

by Pat Reynolds

## Custom Armored Core Design

Hard Core is a special section of **Tips & Tricks** where we showcase some of the best custom Core designs created by you, our readers, in AgeTec's Armored Core series of games for the PlayStation (and Armored Core 2 for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see page 87 for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

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## Featured Core Design

### Nirvana

Designed by Phil Francis of Covington, Kentucky



#### Parts

Head: HD-GRY-NX  
Core: XXXA-SO  
Arms: AN-K1  
Legs: LN-S01  
Boosters: G8G-10000  
FCS: FBMB-18X  
Generator: B-VR-33

Back Unit L: RXA-77 Radar  
Back Unit R: WMA-SM5524 Missile  
Arm Unit L: LS03303 Laserblade  
Arm Unit R: WG-XP2000 Pulse Rifle  
Optional Parts: SP-JAM, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-ABS/Re

#### Color Scheme (Head)

Base: Red: 64, Green: 64, Blue: 00  
Optional: Red: 60, Green: 45, Blue: 32  
Detail: Red: 64, Green: 64, Blue: 00  
Joint: Red: 64, Green: 45, Blue: 32

#### Color Scheme (Core)

Base: Red: 00, Green: 00, Blue: 45  
Optional: Red: 64, Green: 64, Blue: 64  
Detail: Red: 00, Green: 00, Blue: 45  
Joint: Red: 64, Green: 64, Blue: 64

#### Color Scheme (Arms)

Base: Red: 00, Green: 00, Blue: 45  
Optional: Red: 64, Green: 64, Blue: 64  
Detail: Red: 00, Green: 00, Blue: 45  
Joint: Red: 60, Green: 45, Blue: 32

#### Color Scheme (Legs)

Base: Red: 38, Green: 38, Blue: 00  
Optional: Red: 38, Green: 38, Blue: 00  
Detail: Red: 38, Green: 38, Blue: 00  
Joint: Red: 38, Green: 38, Blue: 00

#### Performance

Armor Points: 7791  
Weight: 5539  
Price: 998,000

Grade: **GREAT**



Welcome to the all-homage edition of **Hard Core**! Every Core profiled this month was designed to commemorate a person (real or fictitious) or event. We kick things off with Phil's Nirvana design, based on the Seattle rock band in general and its late frontman Kurt Cobain in particular. If you squint and try to conjure an image of Cobain in his blue and white striped sweater and mop of blonde hair, you can almost see the resemblance in this Core. Playing Nirvana is straightforward enough; it's got the pulse rifle/WMA-SM5524 missile combo, and there's a nice little combined attack you can use to great effect. Get your opponent in your sights, run up the lock-ons and fire a maximum payload, then start pummeling away with the pulse rifle. If it hits, it'll freeze the opponent in place briefly...and just about then, the missiles will hit. It's a good way to keep those evasive, fast movers from getting away from your missile attacks. Like its namesake, Nirvana is loud and flamboyant, but fun nonetheless. And I'm pretty sure that there's no way this Core will throw its bass guitar into the air and catch it with its face.

## Shockwave

Designed by Jason Williamson of Petal, Mississippi



#### Parts

Head: HD-2002  
Core: XXXA-SO  
Arms: AN-K1  
Legs: LN-1001  
Boosters: G8G-XR  
FCS: FBMB-18X  
Generator: B-PT000  
Back Unit L: WC-CN35

Chain Gun  
Back Unit R: WM-SM5524 Missile  
Arm Unit L: N/A  
Arm Unit R: WG-XW11 Laser Rifle  
Optional Parts: SP-JAM, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtg

#### Color Scheme (General)

Base: Red: 16, Green: 06, Blue: 14  
Optional: Red: 16, Green: 06, Blue: 14  
Detail: Red: 16, Green: 06, Blue: 14  
Joint: Red: 16, Green: 06, Blue: 14

#### Color Scheme (Head)

Base: Red: 16, Green: 06, Blue: 14  
Optional: Red: 16, Green: 06, Blue: 14  
Detail: Red: 64, Green: 64, Blue: 00  
Joint: Red: 16, Green: 06, Blue: 14

#### Performance

Armor Points: 7862  
Weight: 6380  
Price: 1,184,950

Grade: **FINE**

The Transformers have been with us for over 20 years, and there's a new cartoon series out now to bring even more fans into the fold. I remember playing with the original toys as a kid; my favorites were Soundwave (who transformed into a cassette player) and Shockwave, who could turn into a big gun. These were the days before it became radically uncool to give kids toys that looked like guns, but I suppose even today a big, plastic, purple ray gun would be acceptable. Anyway, here's Jason Williamson's homage to the big purple guy, Shockwave. He's got the details down, including Shockwave's day-glo eye. In lieu of transforming into a gun, though, this version uses the handheld variety. He's packing the seldom-used but very useful WG-XW11 laser rifle and the ever-popular WM-SM5524 missile launcher. Shockwave is fast and effective, especially in open arenas where those missiles can really go to work.



## Armored Core 2 Designs

### Green Lantern

Designed by Daniel Bright of Hanover, Indiana



#### Parts

Head: EHD-DOME  
Core: ZCX-F/ROOK  
Arms: EAN-02-BG  
Legs: ZLN-WA02/SS  
Boosters: ZBT-GEK/3000  
FCS: DOX-ALM  
Generator: HOY-B1000  
Radiators: RPS-MER/SA

Inside: N/A

Extension: N/A

Back Unit R: EWM-5612 Small Missile

Back Unit L: N/A

Arm Unit R: EWG-MGS/SAW Machine Gun

Arm Unit L: ELS-3443 Laser Blade

Option Parts: SP-BCNDR, SP-ECM-IAM, SP-M/AUTO, SP-VIECH

#### Color Scheme (Head)

Base: Red: 105, Green: 115, Blue: 120  
Aid: Red: 70, Green: 80, Blue: 90  
Optional: Red: 0, Green: 0, Blue: 0  
Detail: Red: 0, Green: 200, Blue: 0  
Joint: Red: 0, Green: 0, Blue: 0

#### Color Scheme (Core)

Base: Red: 20, Green: 30, Blue: 20  
Aid: Red: 0, Green: 100, Blue: 0  
Optional: Red: 0, Green: 0, Blue: 0  
Detail: Red: 0, Green: 200, Blue: 0  
Joint: Red: 0, Green: 0, Blue: 0

#### Color Scheme (Arms)

Base: Red: 0, Green: 0, Blue: 0  
Aid: Red: 0, Green: 100, Blue: 0  
Optional: Red: 0, Green: 0, Blue: 0  
Detail: Red: 0, Green: 200, Blue: 0  
Joint: Red: 95, Green: 100, Blue: 105

#### Color Scheme (Legs)

Base: Red: 0, Green: 0, Blue: 0  
Aid: Red: 0, Green: 50, Blue: 0  
Optional: Red: 0, Green: 100, Blue: 0  
Detail: Red: 0, Green: 0, Blue: 0  
Joint: Red: 0, Green: 100, Blue: 0

#### Performance

Armor Points: B429

Weight: 5973

Price: 576,700

Here's the first superhero-themed creation to appear in the pages of *Hard Core*. Daniel's Core is rated Below Average, but that's only because he's left some weapon slots empty. In the game's eyes, at least, fewer weapons mean a lower rating. Green Lantern's combination of machine gun and missile launcher is effective, though, if not overly powerful. You'll have to work to earn your victories with this Core. On the plus side, Green Lantern has great energy use—it can really boost, over-boost and fly around, pestering opponents with machine gun fire and missiles. Without an inside part or extensions, you'll have to rely on skill to dodge missiles and other projectiles. Like I've said before, though, the quality of the Core is 80% pilot skill and 20% design. If you can dodge and fly like a pro, you'll probably find Green Lantern to your liking.



### The Memory

Designed by VileZero



#### Parts

Head: EHD-NIGHTEYE  
Core: ECH-D4  
Arms: ZAN-707/E  
Legs: ELN-STVM  
Boosters: ZBT-H4/T  
FCS: LODD-BLAZER  
Generator: HOY-B1000  
Radiators: RXX-COT-GK10

Inside: INV-DEC-MQ2 Decoy Dispenser

Extension: BEX-BAMS-287 Anti Missile

Back Unit R: ZWM-M24/IMI Middle Missile

Back Unit L: EWR-M60

Arm Unit R: EWG-HC-GN210 Grenade Rifle

Arm Unit L: ZES-99/MIRROR Energy Shield

Option Parts: SP-S/SCR, SP-ENE-SCR, SP-CIR-K

#### Color Scheme (General)

Base: Red: 0, Green: 0, Blue: 0  
Aid: Red: 200, Green: 0, Blue: 0  
Optional: Red: 100, Green: 100, Blue: 100  
Detail: Red: 200, Green: 200, Blue: 200  
Joint: Red: 25, Green: 25, Blue: 25

#### Performance

Armor Points: 9506

Weight: 11042

Price: 876,300

Grade: **EXCELLENT**

Here's a Core designed as a tribute to the memory of the people who lost their lives in the tragic events of September 11. Designer VileZero says of this design, "This is just my way of trying to cope and deal with the sickness that has come with the stress. A pity I can't take this AC into battle myself." The Memory is the kind of weapon VileZero wishes the U.S. had to take into battle against the evil, twisted maniacs who perpetrated the attack against America. Technically speaking, it requires a fair amount of skill to successfully use this well-designed Core. It's a big, slow Core and it eats energy quickly, which makes evading missiles and other homing weapons difficult.



If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tas & Tron's *Armored Core* Designs  
8484 Wilshire Blvd.  
Suite 900  
Beverly Hills, CA 90211

Now you can submit your Core designs online, on the *Core Dump's* *Hard Core* Submissions forum! Set your web browser to:

<http://www.ac-core-dump.net/cgi-bin/ironboard/ironboard.cgi>

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tas & Tron's*. Note: I'm keeping an eye out for Core designs that could be specific areas (i.e. Highest AP, Fastest Core, Most Expensive, etc.) for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in the trash.

TIPS &amp; TRICKS

## Tournament Report

by  
Jason  
Wilson

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This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *TIPS & TRICKS* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks* Tournament Report, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

## BURBANK CVS2 TOURNAMENT!

All Amusement Center in Burbank, California held its first Capcom vs. SNK 2 tournament on October 27, 2000 with 24 competitors coming out from all over Los Angeles! Kris "KRP" Patel made his way through the entire bracket undefeated until he met his match in George Posados and his deadly P. Groove team of Yamazaki, Dhalim and Sagat. Peter "Combofiend" Rosas showed players that he is more than just a Marvel vs. Capcom 2 expert with

- 1st Place—George Posados (P. Groove, Dhalim, Sagat, Yamazaki)  
2nd Place—Kris "KRP" Patel (C. Groove, Athena, Morrigan, Gummy)  
3rd Place—Peter "Combofiend" Rosas (A. Groove, T. Balrog, Ken)  
4th Place—George "Marvel" Alfonso (N. Groove, Iori, Sagat, Ken)

his impressive third-place finish and incredible combos in A. Groove! Thanks to George Alfonso for the pictures, and to Kris Patel for running a smooth tournament.



## GOLFLAND TEKKEN 4 TOURNAMENT



On November 4, 2001, more than 64 players traveled to Stanton, California from all over the West Coast to participate in the first major Tekken 4 tournament at Southern Hills Golfland. Some 20-odd players had to be turned away, as there was a cap placed on the number of participants allowed to enter the tournament; this was the only way to have the event finish at a reasonable hour! Mike Nappi (the United States' #1-ranked Tekken player) took first place with a variety of characters over local rival Shaun Laursel of Compton. Congratulations to the winners! Thanks to John Ballon for allowing this tournament to take place and to Joey Cuellar for the photos.

- 1st Place—Mike Nappi (many characters)  
2nd Place—Shaun Laursel (Jin, Nina)  
3rd Place—Alex Salguero (Heihachi, Jin, Violet)

## UNITED STATES TOP 10 PLAYER RANKINGS

(Rankings based on previous tournament performances, compiled by *Tips & Tricks* Magazine)

## Capcom vs. SNK 2 Top 10 Players

1. John Choi (Golfland USA, Sunnyvale, CA)
2. Eddie Lee (Chinatown Fair, New York, NY)
3. Jason Nelson (Golfland USA, Sunnyvale, CA)
4. Jason Cole (Golfland USA, Sunnyvale, CA)
5. Ricky Ortiz (Chinatown Fair, New York, NY)
6. Julian Robinson (University Pinball, Philadelphia, PA)
7. Jason Wilson (All Amusement Center, Van Nuys, CA)
8. JHL (Montreal, Canada)
9. (tie) Tong "Genghis" Ho (Southern Hills Golfland, Stanton, CA)
9. (tie) Kris "KRP" Patel (Family Fun Arcade, Granada Hills, CA)
10. Alex Valle (Southern Hills Golfland, Stanton, CA)

## Marvel vs. Capcom 2 Top 10 Players

1. Justin Wong (Chinatown Fair, New York, NY)
2. Alex Valle (Southern Hills Golfland, Stanton, CA)
3. Duc Do (James Games/Southern Hills Golfland, Upland, CA/Stanton, CA)
4. Jay "Viscant" Snyder (Nickel City, La Jolla, CA)
5. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
6. Rattana Phantarooh (University of Washington, Seattle, WA)
7. Mike Devonish (Chinatown Fair, New York, NY)
8. Golden Nismor (Hawaii)
9. Peter "Combofiend" Rosas (College Arcade, Los Angeles, CA)
10. Sanford Kelly (Chinatown Fair, New York, NY)

## TOURNAMENT CALENDAR

## RECURRING TOURNAMENTS

## Capcom vs. SNK 2 Bi-Weekly Tournaments

Contact: Golfland USA  
855 E. El Camino Real  
Sunnyvale, CA  
(408) 245-1322

## Flipper's Amusement Center Tournaments

Contact: Flipper's Amusement Center  
8364 Mills Dr.  
Miami, FL 33183  
(305) 273-0387

Various weekly tournaments in *The Grid*, Capcom vs. SNK, Capcom vs. SNK 2, Marvel vs. Capcom 2, and Street Fighter III: 3rd Strike.

## Eight on the Break Tournaments

Contact: Eight on the Break  
340 North Ave.  
Dunellen, NJ 08812  
(732) 752-8880

Tournaments twice a week on Marvel vs. Capcom 2, Tekken 4, Capcom vs. SNK 2 and others.

## Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4 Monthly Tournaments

Contact: George Alfonso  
All Amusement Fun Center  
7888 Van Nuys Blvd.  
Van Nuys, CA 91402  
(818) 756-0550

## Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4 Monthly Tournaments

Contact: Southern Hills Golfland  
12611 Beach Blvd.  
Stanton, CA 90680  
(714) 895-4550

## Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4 Monthly Tournaments

Contact: University Pinball  
4006 Spruce St.  
Philadelphia, PA 19104  
(215) 387-3923

A SHADOWY CORPORATION HAS SEIZED CONTROL OF YOUR COUNTRY.  
THE PEOPLE HAVE TAKEN TO THE STREETS IN PROTEST.  
A STATE OF EMERGENCY HAS BEEN DECLARED  
AND IT IS NOW TIME FOR YOU TO FIGHT FOR YOUR FREEDOM.



# STATE OF EMERGENCY



TRY TO TOPPLE THE CORPORATION  
OR SIMPLY CAUSE COMPLETE MAYHEM



PREPARE FOR CHAOS AS HUNDREDS OF PEOPLE  
FILL THE SCREEN -  
EACH CITIZEN REACTS DIFFERENTLY TO EVENTS



WATCH YOURSELF - DEATH SQUADS PROWL  
THE STREETS LOOKING FOR TROUBLE



Blood and Gore  
Violence



## TIPS &amp; TRICKS

## COLLECTOR'S CLOSET

by Joe Santulli

Are you a video game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up enough money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this new monthly column is for you!

## WHITHER SUPERVISION?

In 1992, upstart electronics manufacturer Watara attempted to shock the portable gaming world by releasing a system that was, on paper, a solid competitor to Nintendo's venerable Game Boy. By producing these at a very low cost to the consumer (\$49.95 for the system and less than \$15 for the games) and producing the units around the world through various distributors, the Supervision handheld game system was ready to storm to the top of every gamer's wish list.

Aside from its absolutely awful audio reproduction, the SuperVision technology was impressive. Sporting a nice, solid feel and a "bendable" display which reduces that nasty glare we've all become accustomed to, the system is comfortable as well as efficient. The display screen is slightly larger than that of the Game Boy at 160 x 160 pixels (vs. Gameboy's 160 x 144), shown in four shades of green. Inside is a 65C02 processor running at 4 mhz, allowing it to potentially do anything a Game Boy can do. There are quite a number of different models available, depending on where you live or who manufactured them—among them, Watara (US, Canada, Spain, Italy), Quickshot (UK), Hartung (Germany, Netherlands), AudioSonix (Italy, France), Vini (Denmark), Magnum (US, Europe) and Videogey (France).

To further exemplify Watara's commitment to the marketplace, it even produced a TV Link peripheral, which is very much the equivalent of Nintendo's Super Game Boy unit. Plug your handheld into the docking station, plug the docking station into your television and suddenly you're playing your games "colorized" (four colors) on your big screen!

One small problem: the games. Without the aid of third-party developers, arcade li-

ceses or ANY familiar characters for that matter, the titles have a rather "generic" air to them. In addition, the line-up primarily featured knock-offs of popular titles and/or weak attempts at exploiting the system's power. Even with its impressive marketing strategy that spanned the globe and made it into most every major gaming magazine, the system certainly posed no competition to Nintendo.

That's not to say that the system is crap. In fact, it's really quite good and has become one of those fun collectible systems. If you own one, most people will look at you and ask, "Is that some kind of Game Boy clone?" You can look them square in the eye and reply, "No, it's something better."



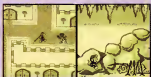
Provided here is a complete list of Supervision games. Hunt them down and enjoy this underrated and entertaining little system!

Special thanks to Sylvain de Chantal and Syd Bolton (<http://www.pixelspower.co.uk/supervision/>) for their assistance in compiling this information.

2 in 1 (Maginross & Police Bust)  
2 in 1 (Eagle Plan & Hash Blocks)  
4 in 1 (Hash Block / Jody Lucky / Challenger Tank / Brain Power)

Alien  
B52 Battle  
Balloon Fight  
Blockbuster  
Brain Power  
Bubble World  
Carrier  
Challenger Tank  
Chimera  
Chinese Checkers  
Classic Casino  
Climber  
CrystBall  
Dancing Blocks  
Delta Hero  
Dream World  
Eagle Plan  
Earth Defender  
Fatal Craft  
Final Combat  
Galactic Crusader  
Galaxy Fighter  
Grand Prix  
Happy Pair  
Happy Race  
Hash Blocks  
Hero Hawk  
Hero Kid  
Honey Bee

Jade Legend  
Jaeger Bomber  
John Adventure  
Journey To The West  
Juggler  
Kabi-Island  
Kitchen War  
Kung-Fu Street  
Linear Racing  
Maginross  
Mahjongg  
Matta Blatta  
Olympic Trails  
PS2 Sea Battle  
PacBoy & Mouse  
Pacific Battle  
PaPo Team  
Penguin Hideout  
Police Bust  
Pyramid  
Recycle Design  
Scaffolder  
Soccer Champion  
Sonny X-Press  
Space Fighter  
Snake  
Super Block  
Super Kong  
Super Pang  
TASAC 2010  
Tennis Pro '92  
Thunder Shooting  
Treasure Hunter  
Untouchable  
USA Sea Battle  
Witty Kitty





# SPOTLIGHT ON: COLLECTING THE COLLECTIONS



In the world of collecting, there are many ways to set goals and keep your purchases focused on the things you really like. A few throwbacks I know will only collect modern games if they have some tie-in to the "classics" or to arcade games of the past. This is an interesting way to collect—with the insurgence of retro-based remakes and "greatest hits" collections from the past, it's not terribly difficult to obtain a complete collection of these nostalgic offerings. Let's take a look at what's out there today for a system that is about to become a collectible itself: the Sony PlayStation.

## Namco Museum series



A wonderful set of five discs, each originally

emblazoned with a giant letter from the word NAMCO. Each disc features a virtual museum with interesting goodies from the Namco archives. You could easily spend as much time browsing the "extras" as you would playing the games. Editions 1 ("N") and 3 ("M") have been offered in the PlayStation Greatest Hits series as well, making them much easier to find. The Pole Position and Rally-X games in the first and third volumes even support Namco's Neg-Con analog controller. A special sixth disc, the Encore edition, was only released in Japan, and it could be packaged with a stunning display case—all the more reason to collect the entire collection!

### Game titles:

Volume 1 ("N")—Pac-Man, Galaga, Pole Position, Bosconian, Rally-X, New Rally-X, Toy Pop (Street value: \$5-\$15)

Volume 2 ("A")—Xevious, Gaplus, Super-Pac-Man, Mappy, Grabbia, Dragon Buster (Street value: \$40-\$50)

Volume 3 ("M")—Galaxian, Ms. Pac-Man, Pole Position II, Dig Dug, Phozon, The Tower of Druaga (Street value: \$5-\$15)

Volume 4 ("C")—Assault, Pac-Land, The Return of Ishtar, Ordine, The Genji and the Heike Clans (Street value: \$10-\$20)

Volume 5 ("O")—Pac-Mania, Metrocross, Baraduke, Legend of Valkyrie, Dragon Spirit (Street value: \$40-\$50)

Encore (Japan only): King & Balloon, Motocross, Sky Kid, Rolling Thunder, Dragon Saber, Wonder Momo, Rompers (Street value: \$25-\$40)

## Atari's Greatest Hits series



Beginning with the Williams Collection package—one of the earliest compilation discs for the PlayStation—all of the titles in Midway's Greatest

Hits series have a nice interface with little extras like interviews and photos of the arcade machines, artwork and promotional materials.

### Game titles:

Williams Collection—Joust, Defender, Robotron, Sinistar, Bubbles, Stargate (Street value: \$5-\$10)

Midway Collection 2—Joust 2, Splati, BurgerTime, Blaster, Moon Patrol, Tapper, Spy Hunter (Street value: \$5-\$10)

Atari Collection 1—Asteroids, Battlezone, Centipede, Missile Command, Super Breakout, Tempest (Street value: \$5-\$15)

Atari Collection 2—Paperboy, Gauntlet,

RoadBlasters, Crystal Castles, Marble Madness, Millipede (Street value: \$5-\$15)

## Namco Arcade Party Pak

A slight departure here, this Midway compilation could just as easily have been called "Midway Collection 3." It consists of excellent multiplayer games originally produced by Atari, Midway and Williams.

### Game titles:

720, Smash TV, Klax, Rampage, Super Sprint, Toobin' (Street value: \$5-\$10)

## Atari Anniversary Edition Redux

Released in 2001 by Infogrames, Redux actually includes two arcade games that were never released on a home console before: Space Duel and Black Widow.

Both are Atari vector-graphics games that are not as well known but oh-so-much fun to play.

### Game titles:

Asteroids, Asteroids Deluxe, Battlezone, Centipede, Space Duel, Gravitar, Black Widow, Missile Command, Pong, Super Breakout, Tempest, Warlords (Street value: \$15)

## Konami Arcade Classics

One of my favorites.

While most of these titles are unfamiliar to the general populace, they were, for the most part, terrific arcade games. Now is your chance to check them out!

### Game titles:

Pooyan, Scramble, Yie Ar Kung-Fu, Roc 'N' Rope, Shao-Lin's Road, Circus Charlie, Super Cobra, Road Fighter, Time Pilot, Gyryu (Street value: \$10-\$20)

## Irem Arcade Classics (import)



Released in Japan, this one is for completists only. Not a very robust selection here with only three games, and the games won't keep you occupied for very long. Worth hunting down to complete your collection, but you'll find it collecting dust before long.

### Game titles:

Zippy Race, 10-Yard Fight, Kung-Fu Master (Street value: \$25-\$40)

## Nichibutsu Arcade Classics (import)

Probably the most difficult title to find on this list. Well worth the price for the two Crazy Climber games and the mind-numbingly difficult (but addictive) Moon Cresta.



## Game titles:

Moon Cresta, Crazy Climber, Crazy Climber '85, Frisky Tom, Tom's Strike-Back, SF-X (Street value: \$45-\$60)

## Capcom Generation series (import)

Released in Japan and somewhat imitating the Namco Museum series, this five-volume collection for the PlayStation and Sega Saturn falls well short of most of the others on this list, containing far too few games and "extras." Taken as a whole, it's an interesting collection and includes not only arcade ports but a few home console versions as well.

### Game titles:

Generation 1—1942, 1943, 1943 Kai, Generation 2—Ghouls 'N' Ghosts (Arcade, Genesis and Super NES versions), Generation 3—Son Son, Pirate Ship Higemaru, Vulgus, Exed Exes, Generation 4—Commando, Gun.Smoke, Mercs 2

Generation 5—Street Fighter II, Street Fighter II Champion Edition, Street Fighter II Turbo (Street value: \$15-\$25 each)

## Activision Classics

Don't even get me started on this atrocity of good Atari 2600 games emulated poorly. Suffice it to say that it's nice to have if you must collect all of the PlayStation "collection" discs.

### Game titles:

Pitfall!, Kaboom!, River Raid, H.E.R.Q., Keystone Kapers and 25 more (Street value: \$5-\$10)

## Intellivision Classics



As bad as the Atari 2600 compilation was, somehow these wonderful Intellivision games were emulated even sloppier.

### Game titles:

Astromash, Sea Battle, Frog Bog, Snarf, Star Strike and 25 more (Street value: \$5-\$15)

## Konami Archives MSX Collection series (import)

Konami released three volumes of ten games each for Japan, where the MSX computer is better known. To the U.S. collector, the system is quite scarce, and the games will remind you of those found on the Nintendo Bit console.

### Game titles:

Parodius, Comic Bakery, Hyper Sports, Gradius, Twin Bee and more (Street value: \$10-\$20 each)

## NYKO CLASSIC TRACKBALL

If you're at all interested in these classic game collection discs, you should definitely seek out Nyko's Classic Track Ball for the PlayStation. Gamers like Centipede, Missile Command and Crystal Castles all featured trackball control panels in the arcade, so this is the only way to get that real arcade feel when playing Arcade's Greatest Hits: The Atari Collection 1 or 2. It also works with any mouse-compatible PS one game, including Discworld and the Command & Conquer games. Interestingly, one of the people involved in designing the Classic TrackBall was Dan Kramer, co-creator of the highly Atari 2600 Trak-Ball controller. Slightly hard to find, but still affordable when one turns up in an online auction or used game store. (Street value: \$10-\$20)

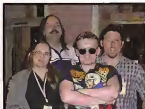
## Classic TrackBall™





## THE ORIGINAL COLLECTORS

If you checked out last month's Collector's Closet, you read about some of the video-game magazines that graced newsstands in the 1980s. The pioneer magazine (and considered the best by many avid gamers) was *Electronic Games*. From 1982 through 1985, the editorial team of Arnie Katz, Bill Kunkel and Joyce Worley brought the electronic entertainment world into our homes. The magazine was chock full of previews, reviews and commentary on the state of an industry that was still in its infancy. If you were to read those magazines today, you'd be shocked at how "on the money" they were. They predicted everything from the rise of console gaming to its untimely demise in 1984.



Pioneering video-game journalists Joyce Worley, Arnie Katz and Bill Kunkel with Joe Santilli of *Tis & Ticks*' Collector's Closet



the latter magazine and continues to be published by the same company.)

Over the past decade, Arnie has been a mentor to me. He inspired myself and many others to pursue independent publishing, thanks primarily to the public attention he personally gave to

Some of these rare prototype cartridges will be up for auction at the 2002 Classic Gaming Expo



fanzines throughout the early '90s. He's been there to guide me around the pitfalls and direct me to the topics people really wanted to read about. I believe no one has a better understanding of the place and purpose for the "Indys," and the electronic gaming scene was just one small piece of his overall contribu-

The trio stayed quite active in the industry well into the 1990s, producing various magazines including *Sega Vision*, a revived *Electronic Games* and the long-running *VideoGames & Computer Entertainment*. (It should interest you to know that *Tis & Ticks* is a direct descendant of

tion to fandom. He is just as well known in the science fiction and pro wrestling fan scenes. During the past four years, I got to know his associates: his wife, Joyce and their close friend, Bill, who have in turn made a major impact on both the electronic gaming industry and the fandom forums mentioned previously.

This past November, the founders of *Electronic Games* magazine asked me to visit them to see some of the things they had collected over the years. Although much of their collection was packed away, it was in remarkably pristine condition. Press materials and promotional items from the 1980s stuffed into heavy boxes...beta versions of Atari and ColecoVision games stacked alongside a complete, new-condition *AdventureVision* system...walls of software, most in their original packaging, neatly stowed with strategy books and buyer's guides from the ages and incredibly unusual handheld games. And that was just in Arnie's basement! I have never been surrounded by such a wide variety of unique items...and more overwhelmingly, they were gracious enough to donate many of their rarest collectibles to the Classic Gaming Expo (CGE), a show that I co-organize each year. Many of the items in their collection will be on display in the museum at this year's CGE (which will be held in Las Vegas' Plaza Hotel August 11th and 12th), but a number of



Shelves of gaming goodies in Kunkel's collection very unusual pieces will be auctioned off at the Expo as well.

You'll want to be there to get a shot at some of the things most collectors will only be able to dream about!

So what is this crew doing these days? Well, they're as busy as ever. They each put an incredible amount of time, effort and love into their wrestling website, <http://www.prowrestlingdaily.com>. I've browsed through the site and it really is something special, a quality we've become accustomed to while enjoying their work over the years. Joyce and Arnie are also working on a book about collecting popular culture items. They are undeniably, forever, collectors to the bone.

If you're looking for special game collectibles (such as pins, pens, t-shirts, mouse pads), Bill Kunkel has offered his email address for you to inquire. He can be reached at [POTSHOTK@aol.com](mailto:POTSHOTK@aol.com) and all he asks is that you specify what games/companies/type of collectibles you're looking for. Remember that the best of their collectibles will be auctioned off at CGE in August...but as you can see, there is certainly no shortage of goodies!

## ROOM OF DOOM

Let's all give a shout out to Toby Paddock of Allentown, New Hampshire. Known by his friends as "Sylentwulf", he is one of those super-collectors who does not limit his collecting to any particular system or era. One look at his pictures shows that he's been at it for quite awhile! Toby has been gaming since he was six, when he was cutting his teeth on a ColecoVision system. He cites his favorite systems as ColecoVision, Nintendo Entertainment System, Super NES, PlayStation and PS2.



I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tis & Ticks* Collector's Closet. Send two or three photos of your proudly displayed games to "Room of Doom," c/o *Tis & Ticks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.

## The Ultimate Gaming Rig!!

**OVER \$20,000<sup>00</sup> IN PRIZES!**

**Rattlebrain**  
"We Make You Think..."



**You have the POWER.** In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Try your hand and play to win!

**Computer Contest.** Win a tricked out gaming computer with 2.0 Ghz Pentium 4, 512 meg. RAM, 100 Gb. HD, DVD, Windows XP, Nvidia card and more!

**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Microsoft Xbox, Nintendo Gamecube and Sony Playstation 2! Get all three or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games you choose, Gameboy Advance, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 60 inch HDTV monitor, 130 watt receiver w/ Dolby Digital, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future,** For each contest there will be four more puzzles at \$2.00 each and one much tougher final at \$3.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

	H				
		E			
P	I	N	C	H	
	R				
S					

**WORD LIST and LETTER CODE chart**

PINCH .....W PRESS .....K BLAST .....A WRECK .....D  
BREAK .....Z PUNCH .....S SPRAY .....C TURBO .....V  
STOMP .....T STAND .....R PRESS .....E DREAM .....O  
CRUSH .....J SCORE .....H SLANT .....L CHASE .....P

**MYSTERY WORD CLUE:**

WORLD BUILDS HAVE IT AND IN THIS CONTEST YOU HAVE IT

**Yes!**

**ENTER ME TODAY. HERE'S MY ENTRY FEE:**

- ☐ (\$3.00) Video Game Contest  
☐ (\$3.00) Media Rig Contest  
☐ (\$3.00) Computer Contest  
☐ (\$5.00) SPECIAL! Enter them all! (SAVE \$4.00!)

Name \_\_\_\_\_

Appendix 1

Address

City

State

Zip



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WEST LINN, OR 97068-8253**

**VOY WHERE PROHIBITEDS • ENTRY DEADLINE: POSTMARKED BY April 26th, 2003 • ENTRY FEE MUST BE INCLUDED**  
Only one entry per person. You must be under 21 years old to play. Support of Pathfinder, Inc. is irrevocable. Not responsible for lost or damaged mail. Judges decisions are final. Open to residents of the U.S. and Canada. Winners determined as later date:  
10/20/03: 1st prize: \$10,000; 2nd prize: \$5,000; 3rd prize: \$2,500; 4th prize: \$1,250; 5th prize: \$625; 6th prize: \$312.50; 7th prize: \$156.25; 8th prize: \$78.125; 9th prize: \$39.0625; 10th prize: \$19.53125; 11th prize: \$9.765625; 12th prize: \$4.8828125; 13th prize: \$2.44140625; 14th prize: \$1.220703125; 15th prize: \$0.6103515625; 16th prize: \$0.30517578125; 17th prize: \$0.152587890625; 18th prize: \$0.0762939453125; 19th prize: \$0.03814697265625; 20th prize: \$0.019073486328125; 21st prize: \$0.0095367431640625; 22nd prize: \$0.00476837158203125; 23rd prize: \$0.002384185791015625; 24th prize: \$0.0011920928955078125; 25th prize: \$0.00059604644775390625; 26th prize: \$0.000298023223876953125; 27th prize: \$0.0001490116119384765625; 28th prize: \$0.00007450580596923828125; 29th prize: \$0.000037252902984619140625; 30th prize: \$0.0000186264514923095703125; 31st prize: \$0.00000931322574615478515625; 32nd prize: \$0.000004656612873077392578125; 33rd prize: \$0.0000023283064365386962890625; 34th prize: \$0.00000116415321826934814453125; 35th prize: \$0.000000582076609134674072265625; 36th prize: \$0.0000002910383045673370361328125; 37th prize: \$0.00000014551915228366851806640625; 38th prize: \$0.000000072759576141834259033203125; 39th prize: \$0.0000000363797880709171295166015625; 40th prize: \$0.00000001818989403545856475830078125; 41st prize: \$0.000000009094947017729282379150390625; 42nd prize: \$0.0000000045474735088646411895751953125; 43rd prize: \$0.00000000227373675443232059478759765625; 44th prize: \$0.000000001136868377216160297393798828125; 45th prize: \$0.0000000005684341886080801486968994140625; 46th prize: \$0.00000000028421709430404007434844970703125; 47th prize: \$0.000000000142108547152020037174224853515625; 48th prize: \$0.0000000000710542735760100185871124267578125; 49th prize: \$0.00000000003552713678800500929355621337890625; 50th prize: \$0.000000000017763568394002504646778106689453125; 51st prize: \$0.0000000000088817841970012523233890533447265625; 52nd prize: \$0.00000000000444089209850062616169452667236328125; 53rd prize: \$0.000000000002220446049250313080847263336181640625; 54th prize: \$0.0000000000011102230246251565404236316680908203125; 55th prize: \$0.00000000000055511151231257827021181583340541015625; 56th prize: \$0.000000000000277555756156289135105907916702705078125; 57th prize: \$0.0000000000001387778780781445675529539583513525390625; 58th prize: \$0.0000000000000693889390390722837764769791756761953125; 59th prize: \$0.00000000000003469446951953614188823848958783809765625; 60th prize: \$0.0000000000000173472347597680709441192447939190478125; 61st prize: \$0.00000000000000867361737988403547205962239695952390625; 62nd prize: \$0.000000000000004336808689942017736029811198479761953125; 63rd prize: \$0.0000000000000021684043449710088680149055992398809765625; 64th prize: \$0.000000000000001084202172485504434007452799619940478125; 65th prize: \$0.0000000000000005421010862427522170037263998099702390625; 66th prize: \$0.00000000000000027105054312137610850186319990498511953125; 67th prize: \$0.000000000000000135525271560688054250931599952492559765625; 68th prize: \$0.0000000000000000677626357803440271254657999762462798809765625; 69th prize: \$0.000000000000000033881317890172013562732899988123139940478125; 70th prize: \$0.0000000000000000169406589450860067813664499944060699702390625; 71st prize: \$0.00000000000000000847032947254300339068322499720303498511953125; 72nd prize: \$0.000000000000000004235164736271501695341612498601517487559765625; 73rd prize: \$0.0000000000000000021175823681357508476708062493007587437798809765625; 74th prize: \$0.000000000000000001058791184067875423833503124650379371889940478125; 75th prize: \$0.0000000000000000005293955920339377119167515623251696859449702390625; 76th prize: \$0.00000000000000000026469779601696885595837578116258484297248511953125; 77th prize: \$0.000000000000000000132348898008484427979187890581292421486242559765625; 78th prize: \$0.0000000000000000000661744490042422139895939452906462107431225798809765625; 79th prize: \$0.000000000000000000033087224502121106994796972645323103721561289940478125; 80th prize: \$0.0000000000000000000165436122510605534973984863226615168607806449702390625; 81st prize: \$0.00000000000000000000827180612553027674869924316133075843039032248511953125; 82nd prize: \$0.000000000000000000004135903062765138374349621580665379215195161242559765625; 83rd prize: \$0.000000000000000000002067951531382569187172410790332689607597580621289940478125; 84th prize: \$0.0000000000000000000010339757656912845935862053951663448037987903106449702390625; 85th prize: \$0.00000000000000000000051698788284

CLIP AND BLADE

Variable retail value of the prize packages as follows: Merlot Big Contest package: \$7,012.00 (even components shown, bonus options \$3,448.00, cash options \$1,250.00). Computer Contest package: \$2,500.00 (even components shown, bonus options \$1,250.00, cash options \$1,250.00). Video Game Contest: \$700.00 (even components shown, \$3,500.00 bonus options, \$1,250.00 cash options).



# 日本 JAPAN REPORT!

by Anatole Brown

## SOLID SALARYMEN

We saw this hilarious Japanese TV commercial for *Metal Gear Solid 2: Sons of Liberty* involving a couple of frantic salarymen at the office. They're hunting down their elusive boss as the dramatic *Metal Gear* theme by Harry Gregson-Williams plays on:



He's hiding behind the copier...



...in the trash...



...and in the closet.



The old cardboard box trick.



Man, where'd he go?



Up against the ceiling.



Zing! Gotcha!

**BUSTED!**

## Crash Heads Meeting

Crash Bandicoot looks like he's been a little dissatisfied with his TV commercials in Japan, so he conducted his own production meeting at Konami's office (Konami publishes the *Crash* titles in Japan) to come up with ideas to promote *Crash Bandicoot 4: Sakura's Majin Power* (*Crash Bandicoot: The Wrath of Cortex*). We knew Crash had a huge head, but we didn't know he had an ego to match!

## THE PIKACHU AXE

It's time to shred some wood with this wicked Pikachu electric guitar! The power of Pikachu's electric charge will rip through your fingers as you crank out some walling licks—if you can find the guitar, that is. To commemorate the recent opening of Pokémon Center New York, Nintendo of Japan built only 40 limited-edition small-scale Pikachu guitars. Each one costs 43,000 yen and comes in a carrying case with the Pokémon Center New York logo. The Fender-style "Pikachu" logo can only be described as way excellent. The guitar has a built-in speaker and amp with a switch to change between the normal "clean" sound and hard-rockin' distortion. Only 40 guitars...that's harsh!



## Sega Memorabilia



With the official end of Sega's involvement in the hardware business, Sega has put some interesting memorabilia up for sale on its Japanese website. The stylish Dreamcast wristwatch will go on sale in March for 9,900 yen. The console-shaped faceplate opens up to reveal a digital timepiece. One of the weirdest things we've

seen for sale is the crystal-encased CPU chip from the Mega Drive system (Sega Genesis in the U.S.); the price is close to \$150! Isn't it cheaper to buy a used Genesis and rip the chip out? It takes all kinds to be a Sega fan, but let's not get suckered here.



# GITAROO MAN

*Music tames the savage beast...  
An entirely new type of music entertainment.*

"Simply put, Gitaroo Man is one of the most entertaining titles yet in the rhythm-action genre." - Next Gen



Play as the legendary Gitaroo Man and save the planet from the clutches of the evil Grabana family!



10 colorfully unique stages, each with its own music including reggae, rock, hip-hop, techno, and more!



Musical Mouthswitches and Harmonizing Co-op play for up to 4-players!



The Gitaroo is the weapon! Hop with the rhythm as you shoot, duck, and dodge your way to victory!



PlayStation®2

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Your eyeballs are only inches away from the coolest game-related goodies that we could lay our hands on during the last 30 days! We dare you to finish reading this sentence before jumping head-first into the...

# COOL ZONE



When you first pick up Pelican's Trick Controller for the Xbox, it feels like a big hunk of rubber. The full-body rubber gripping material gives it a sturdy feel but it also adds considerable weight to the controller. The buttons are round instead of oval-shaped like the standard Xbox buttons, which is a big plus for some users. The Trick Controller can record combos with a special programming button. The combos can be recorded in real-time during gameplay. Available for \$24.99.



Check out this small Game Boy Advance-shaped candy box filled with Nintendo gummy characters! The label says you can store GBA cartridges in the case. We felt a little guilty eating Donkey Kong and Mario. Yoshi was pretty tasty, though!



If you don't want to keep your GameCube games in those burly DVD-type cases, then check out Pelican's Game Disc Cases. For \$4.99 you get five multi-colored plastic cases to store those mini-DVD GameCube discs.



Pelican's G3 Controller for the Nintendo GameCube is the closest alternative to the official pack-in controller out there. The G3 Controller's no-nonsense design and \$13.99 price tag makes it a worthy purchase to double, triple or quadruple your fun on the GameCube. The G3 Controller has an extra turbo fire button for shoot-'em-up games. Several different colors are available, including purple, red, green and silver.



This simple Game Disc Case makes a handy little carrying case for all your GameCube games. It also comes with an anti-static wiping cloth. Also available for \$4.99.



We just can't get enough of the heavy-duty cables by Monster Cable, including this hefty PlayStation 2 Preplay Extension Cable for two players. A nifty blue LED light glows on the connector to ensure proper connection. Give you and a friend some breathing room for \$29.99.



Thrustmaster has been known to make excellent racing wheels for the PC, now it's bringing that expertise to the Xbox with the NASCAR Pro Victory wheel. The wheel can be clamped onto a desk or placed on your lap. Thrustmaster has always taken great pride in the smooth power-steering feel of its wheels and the NASCAR model is no exception. The wheel comes with a foot pedal unit or you can use the wheel mounted levers for braking and acceleration. This excellent Xbox controller retails for only \$59.95.



Quarterbacks in the NFL often have to learn playbooks that are the size of "War and Peace". Sometimes they'll use a wristband as a sort of "cheat sheet" during a game. We got our own quarterback wristband for NFL GameDay 2002. They gave us the Post Corner route play but that's only good for out-of-bounds plays when you're running out of time. Clock management is for wusses.

We got some Syphon Filter 3 shampoo bottles but they're all labeled with weird descriptions like "Antidote" and "Truth Serum". Confessionals in the shower can be very ugly indeed.



Link up to another Xbox or find an opponent on the Internet with the Gamelink X-Link Ethernet Cable. It's basically a standard Category 5 ethernet cable but it's green! X-Link sells for \$39.95.



The Lightweight 100 X fiber optic audio cable gives you crystal-clear digital sound for your Xbox. A special digital audio adapter allows you to connect the fiber optic cable to the Gamelink 400 X, 300 X or 400 X cables for intense fiber optic clarity. Clear your ears for \$39.95.



Most people have standard RCA composite inputs for their TVs and should purchase the Gamelink 200 X AV Cable for superior quality. Get hooked up for \$24.95.



Monster Cable just released a whole line of Xbox cables to make your games a lot prettier. The Gamelink 400 X Component Video/Analog Cable is for the serious graphics aficionado and retails for \$59.95.



The Gamelink 300 X S-Video AV Cable delivers a high-quality picture for \$44.95.



"What is the sound of one hand clapping?" Like Dexter's yapping maybe? Sony sent us this small-scale Zen Rock Garden to keep us meditating on the drama of Jak & Daxter. We could also use a vacuum with all the sand in the office.



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Cool Zone

Shrapnel impact at 600+mph  
Mon Calamari.

Swapping paint with Skywalker,  
Tatooine.



Turbo-boost slice between canyon wall and Oud Bolt.  
Sullust.

PlayStation 2

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18 OF THE GALAXY'S MOST AGGRESSIVE  
PODRACERS. WITH 14 HARROWING  
TRACKS ON 5 WORLDS, FACE TERRIFYING  
CHALLENGES AT EVERY TURN.  
GOT THE GUTS TO GO FOR IT?



Wicket Ralder target practice,  
Madlands.



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**CAPCOM**

PlayStation 2



Violence

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